Federation_   **Klingon_**   **Romulan_**   **Borg_**

8/16/01: We have now moved the website off of Telefragged. The old message boards are now officially closed. The new message board is located on:

- http://gaming.startrek.com/

You can login directly using the above link or by clicking Message Board on the left side panel. Don't forget to Login on entry to the message board area.

7/27/01: The old forums are back up and will remain live until we move the servers internally into Activision in about two weeks. After that point you'll need to move to the new forums at:

- http://gaming.startrek.com/

Currently the new location has a combined forum for both Armada I & II, however we are planning to split those into two separate message boards.

7/26/01: The website has been restored after multiple hits by hackers. We are moving the Armada site off of the Telefragged site over the next week. The site will be moving internal into Activision. That will block any further issues with hackers.

We had hoped to keep the current Armada I message boards open for the next two weeks till we transitioned the site inside Activision, but the boards were damaged in this latest attack by the hackers. Sorry for any inconvenience.

. The Armada and Armada II message boards are located at the following site:

- http://gaming.startrek.com/

You can also learn about Armada II at the new teaser site for Armada II located at:

- http://gaming.startrek.com/games/armada2/

Another great source of information is the Armada Universe fan site located at:

- http://www.strategyplanet.com/starmada/

2/13/01: The Star Trek Armada 1.2 Patch is now available at the following sites:

- http://www.fileplanet.com/index.asp?file=55955
- http://www.voodooextreme.com/files/Armada_Patch_1_2.exe
- http://www.3dfiles.com

The Armada 1.2 Patch was developed by Mad Doc Software and former members of the Star Trek: Armada team. See the announcement at: http://gaming.startrek.com

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2/13/01: The Star Trek Armada SOD 3DSMax Exporter is now available. < More Information >

6/21/00: The Star Trek Armada SOD FAQ and Sample SOD files are now available. < More Information >

5/31/00: The Star Trek Armada ODF files are now available for download. < More Information >

5/30/00: The Star Trek Armada Storm 3D SOD Utilities are now available for download. < More Information >

5/17/00: The Star Trek Armada DEMO is now available for download at FilePlanet!

5/10/00: The Star Trek Armada 1.2 Patch is now available!

4/26/00: It's finally here! The Star Trek Armada Map Editor is available for download at 3Ddownloads. < More Information >

3/17/00: The Manual that accompanies the released version of Star Trek Armada is now available on the downloads page.

3/16/00: Star Trek Armada has gone gold! Thanks to all the beta testers who helped make this possible! For more information, read the Activision press release.

3/14/00: At last, the Star Trek Armada intro movie is now available for download! (44.5 mb)

3/13/00: The Mad Doctor's Designer Diary has now been posted courtesy of Dr. Ian Lane Davis.

2/17/00: Armada Movie #2 is also available now in .avi format on the Downloads page!

2/16/00: Armada Movie #1 has been posted in glorious full-screen .avi format. Download it today... for the first time!

2/11/00: Quality Assurance tester Alex Coleman takes time away from bug finding to discuss some of his favorite Armada tactics in the Strategies section.

2/8/00: Producer Marc Turndorf discusses the Paramount - Activision relationship in the first of a Development Diary series located on the Team page.

2/4/00: Michael Dorn takes us on a tour of Star Trek Armada's map objects and their strategic uses. This promotional piece uses all in-game footage and can be found in the Download section.

2/3/00: Visit the Map Objects page to view in-game screen shots of the celestial bodies that make up the game board.

2/2/00: Today's feature highlights the United Federation of Planets' fleet of starships and special weapons. Also, due to overwhelming response another Galaxy Class ship viewed from a different perspective has been posted on the Images page.

1/27/00: Welcome to the new and improved Star Trek Armada web site! Check back often for news updates, screenshots and downloads. We will do our best to continually update the content and supply you with information on the progress of the project.

Our first feature highlights the Romulan Star Empire's fleet and their special weapons.
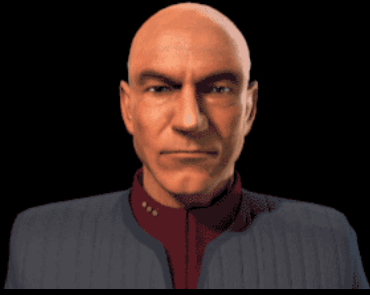

Purchase your copy of Star Trek Armada
NOW!

Screen Shot of the Week

A classic Romulan vs. Federation matchup!

United Federation of Planets

The United Federation of Planets in an interstellar alliance of planetary governments and colonies founded in 2161. The unity calls for mutual trade, exploration, scientific, cultural, diplomatic and defensive endeavors among its members. Federation members include Earth and Vulcan and numerous other planetary states. The Federation's military arm is called Starfleet. Although generally successful at keeping peace, when it is forced to Starfleet can unleash fierce fire power to thwart enemy attacks.

FEDERATION BUILDING SKETCHES

THE FEDERATION ARMADA AND THEIR SPECIAL WEAPONS

SOVEREIGN CLASS: The Sovereign class Federation ship comes equipped with the *Corbomite Reflector* special weapon which reflects any weapon fired at it back at the enemy.

AKIRA CLASS: The Akira's *Chain Reaction Pulsar* is a devastating weapon that bounces from enemy to enemy gaining power with each target it hits.

STEAMRUNNER CLASS: This ship possesses a *Engine Overload* weapon that disables the engines of multiple enemy ships.

DEFIANT CLASS: The Defiant's *Anti-Matter Mines* lock onto enemy targets and deploy a powerful explosion on contact.

VENTURE CLASS: The Venture class can possess the ability to detect cloaked ships.

NEBULA CLASS: This specialty ship can deploy four special weapons:

Shield Disruptor: Disables the shields of one enemy ship.

Gemini Effect: Creates a temporary double of one of your ships.

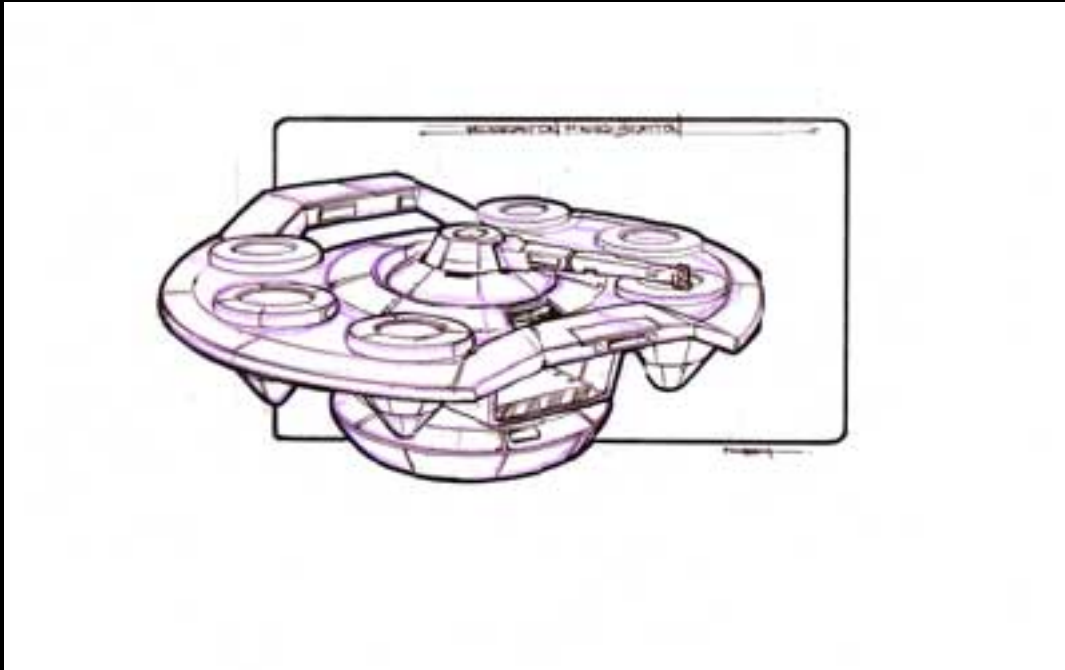*Point Defense Phaser:* Destroys incoming weapons before they can do damage.

Federation Repair Team: Instantaneously increases shield energy and repairs the systems of a friendly ship.
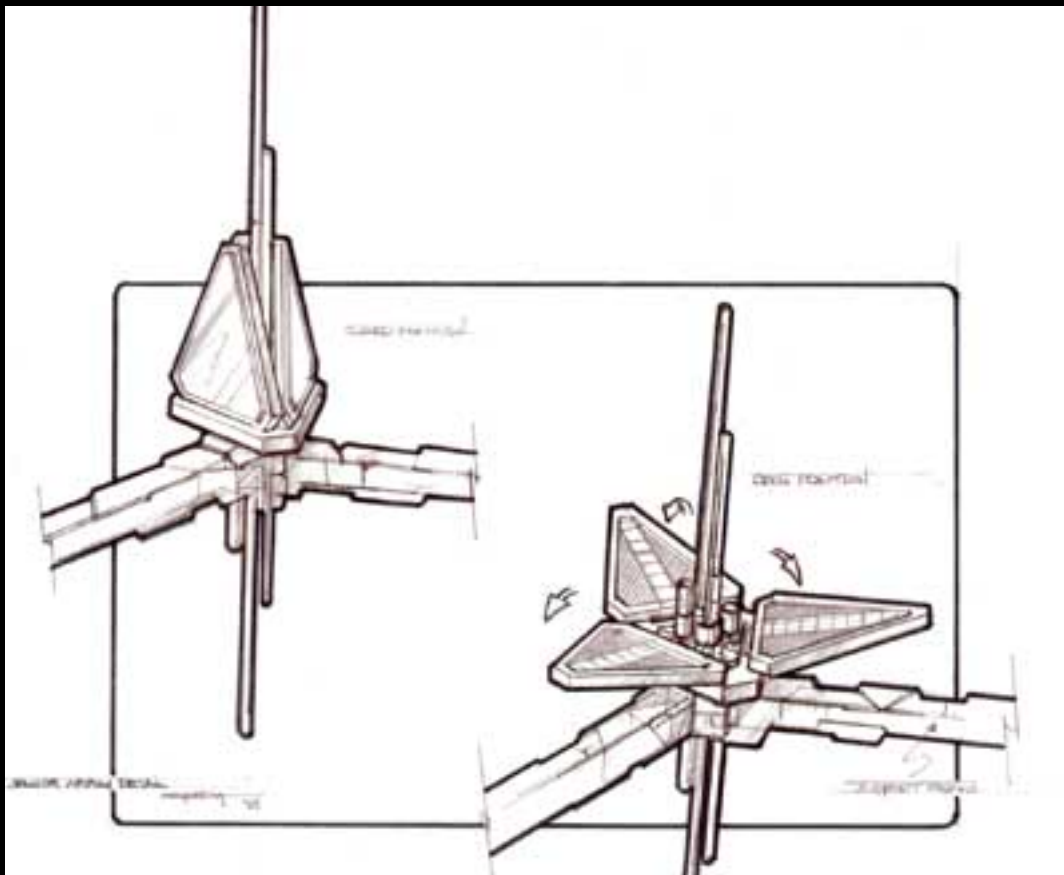

THE FEDERATION SUPER WEAPON: The *Temporal Research Facility* unleashes a temporal displacement, which freezes all enemy ships in the area.
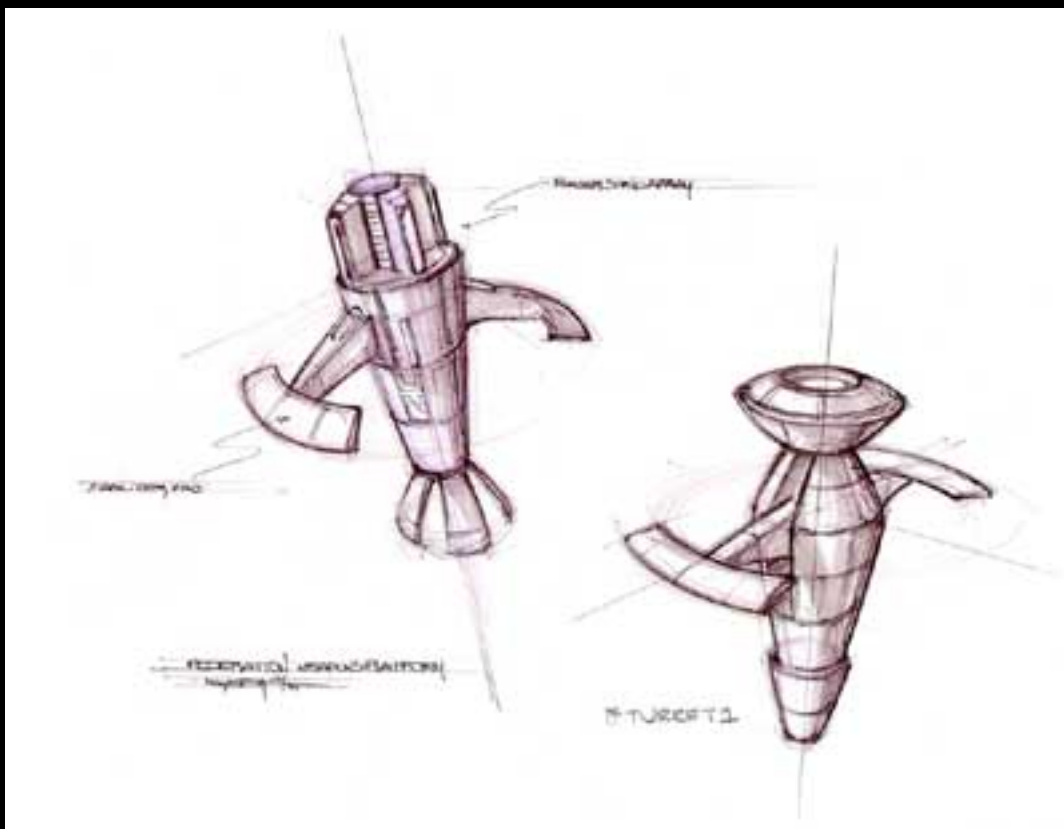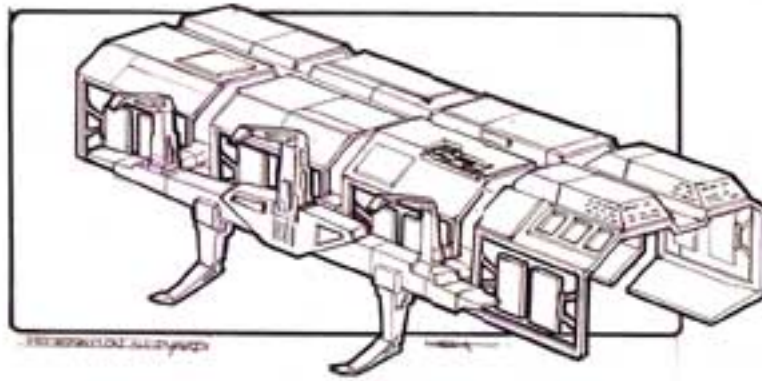
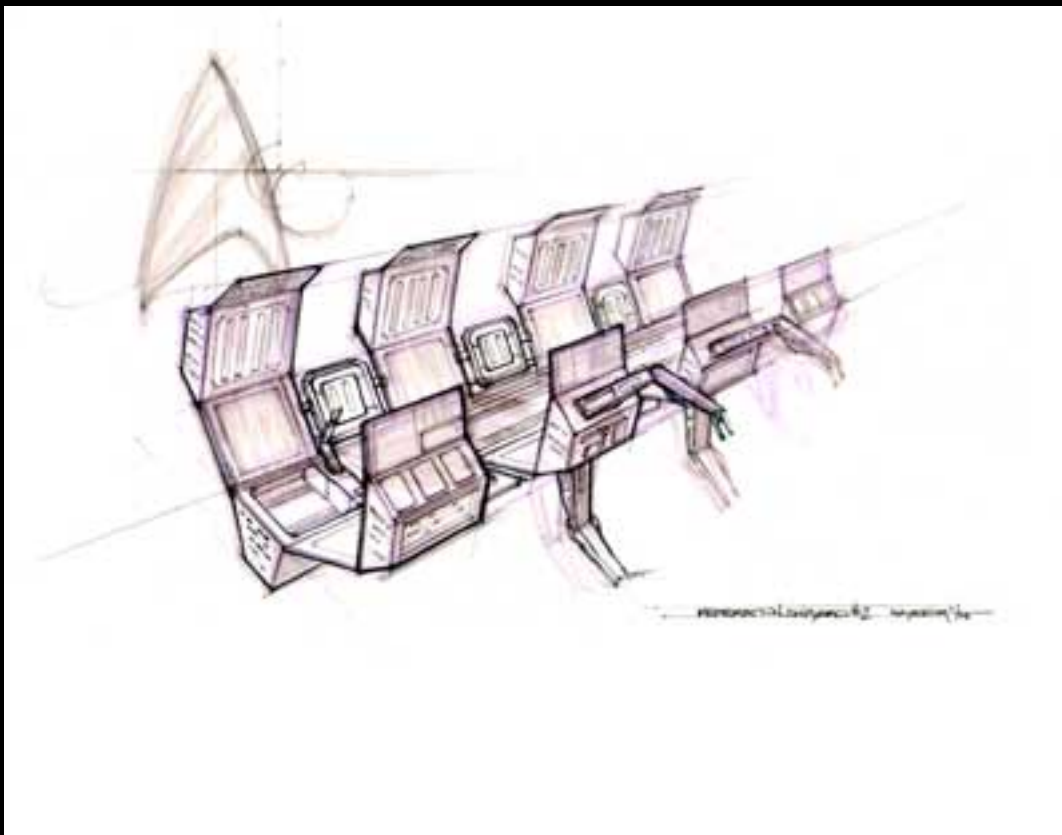# FEDERATION BUILDING SKETCHES

Mining Station

Sensor Array

Torpedo Turret

Shipyard

Advanced Shipyard

Research Facility

Energy Conversion

Chain Reaction Pulsar

Cobimite Refractor

Point Defense Laser
effect in this area

Special Weapon Pods

Effect spins in tube
Engine Overload

Tachyon Grid   no effect required

Antimattermines

Shield Disrupter

Sensor Array
no effect required
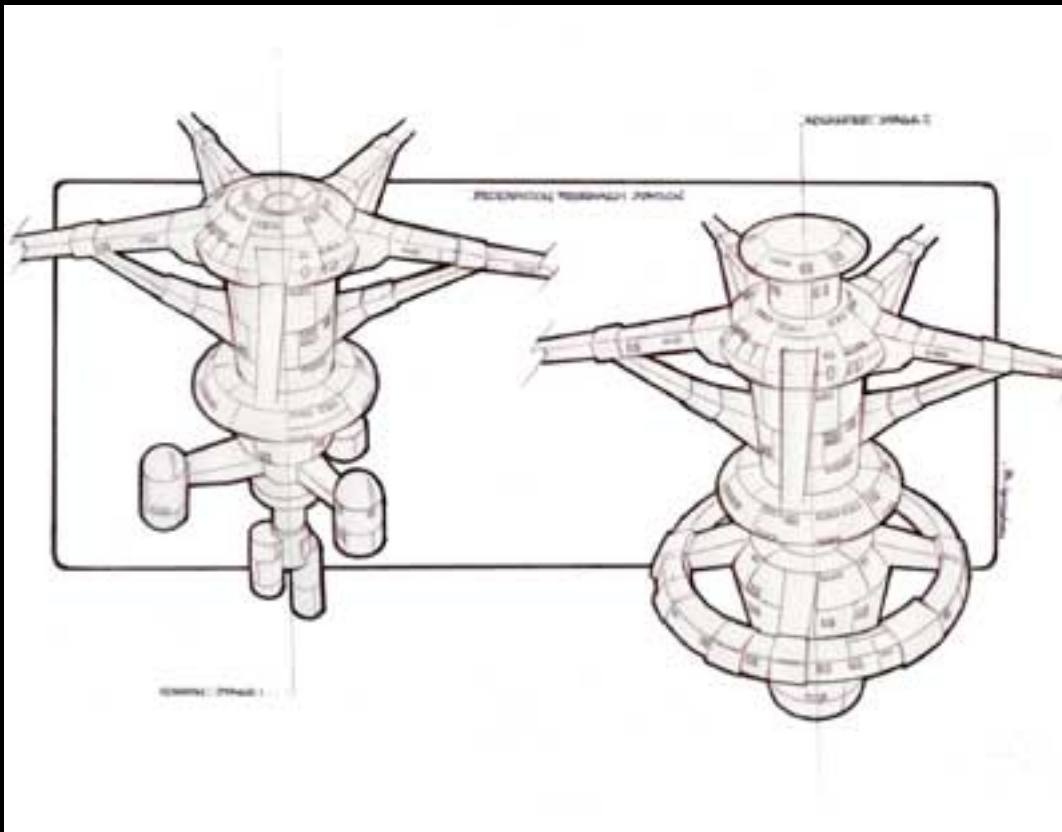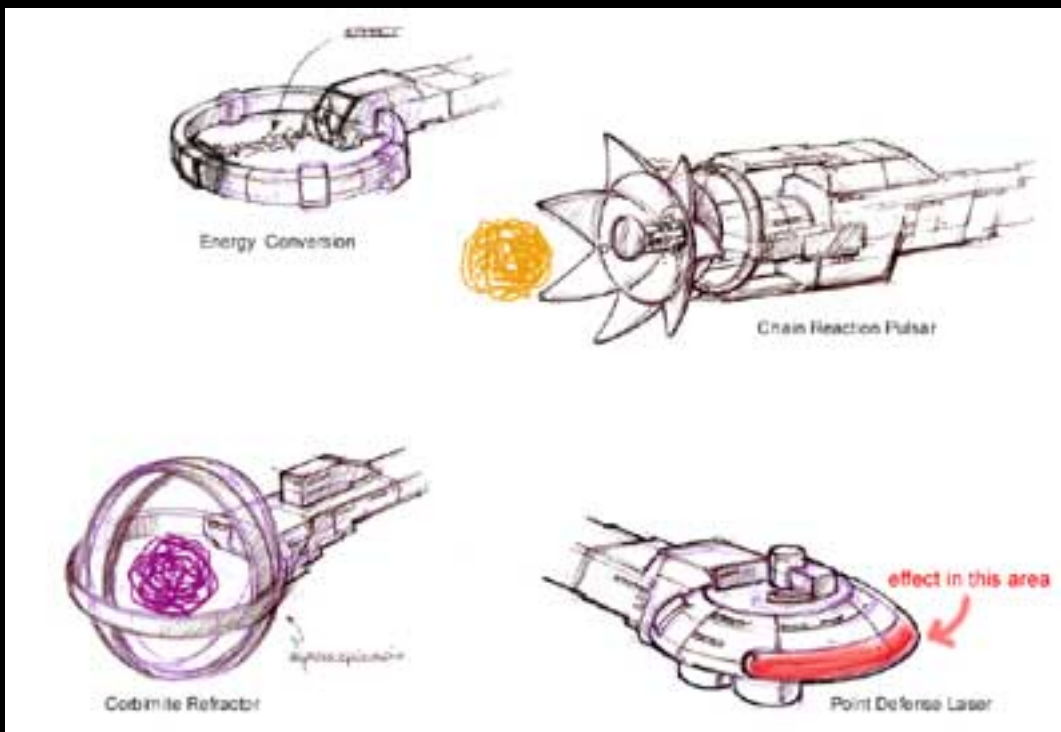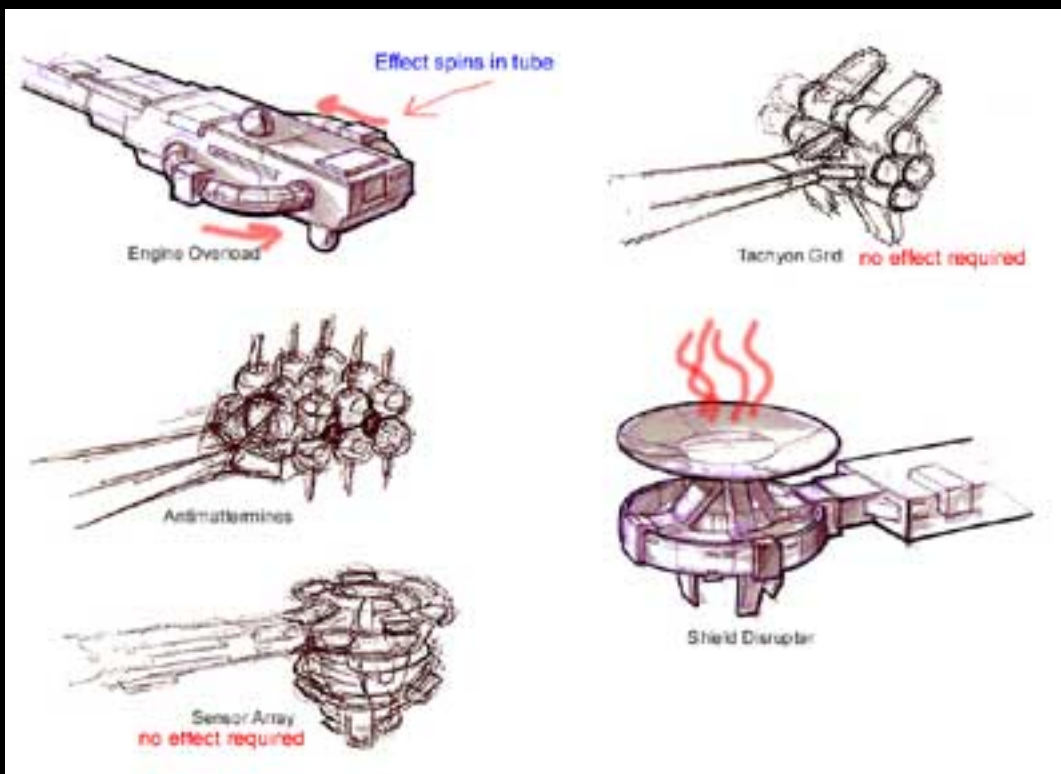
Special Weapons Pods
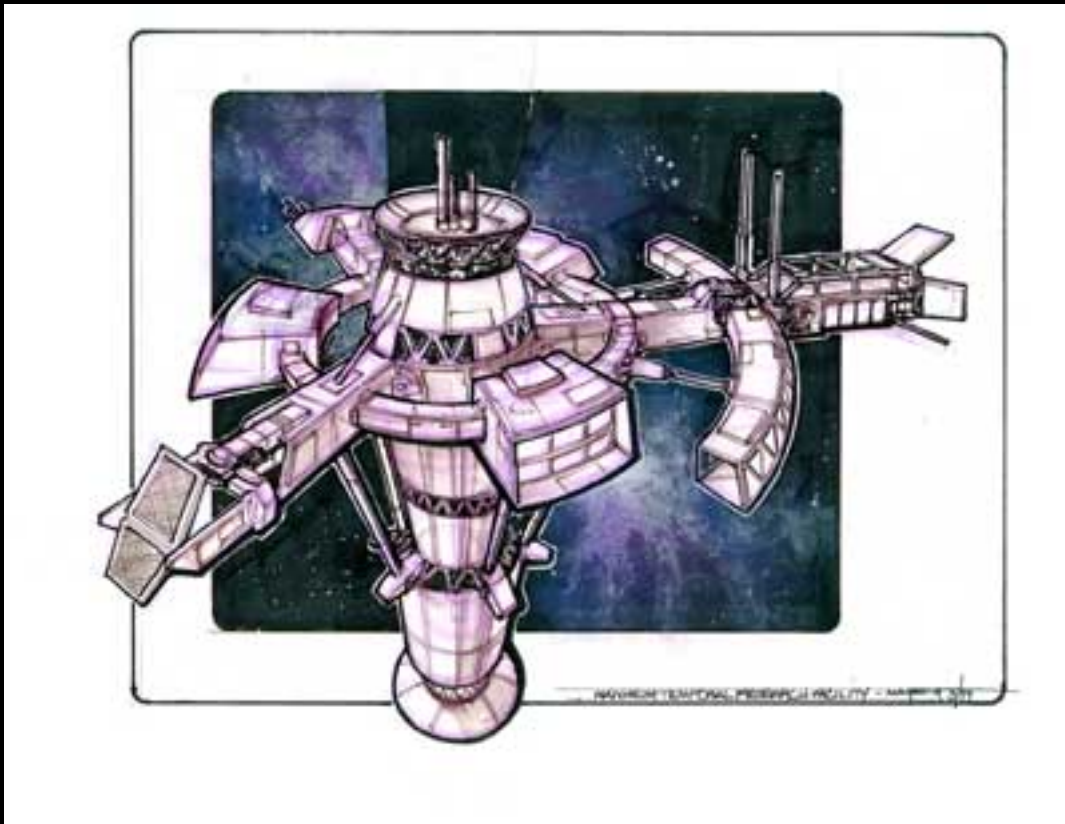
Temporal Research Facility

CORBOMITE REFLECTOR

CHAIN REACTION PULSAR

ENGINE OVERLOAD

DEFIANT ANTI-MATTER MINES

VENTURE CLASS

NEBULA CLASS

SHIELD DISRUPTOR

# GEMINI EFFECT

TEMPORAL DISPLACEMENT

The Klingons, originally from the planet Qo'noS, are a humanoid warrior civilization bound by pride, tradition and honor. The belligerent Klingon culture has made them an interstellar power to be respected. The Klingon Empire was first united when Kahless the Unforgettable killed the Tyrant Molor. With this act, some 1,500 years before the current Federation timeline, the Klingon Empire was born. The Klingon Empire's history is wrought with violent and bloody conflicts with its chapters written with long passages of war and short periods of peace with among others the United Federation of Planets and the Romulan Star Empire. The Klingon Empire's ruling body has fluctuated between an Emperor or the Klingon High Council throughout its history.

KLINGON SHIP SKETCHES

KLINGON BUILDING SKETCHES

NuQ'DuJ-class: The NuQ'DuJ is a fast and mobile fighter used primarily for scouting and patrolling the Neutral Zone. These scouts are only equipped with one forward firing disrupter cannon. NuQ'DuJ class ships can have their sensor arrays modified to use a *Tachyon Detection Grid*, allowing them to detect cloaked ships within their sensor range.
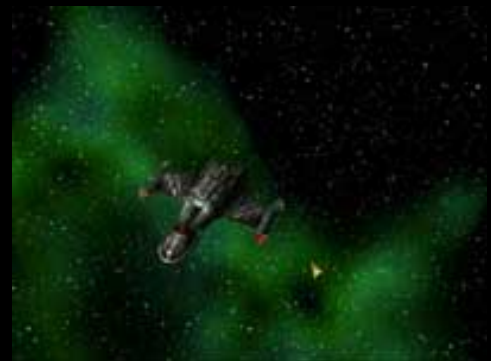
B'rel-class: The B'rel class, more commonly known as the Bird of Prey, is armed with two forward firing disrupter cannons, as well as a cloaking device. The B'rel can be equipped with *Gravity Mines*, which slow the enemy's movement, allowing the larger ships of a fleet to hunt down the enemy.

SuQ'jagh-class: The SuQ-jagh assault vessel is armed with multiple photon torpedo launchers and is crewed with the bravest close-quarter warriors in the Empire. The SuQ-jagh can be modified to launch pods of *Commando Teams* onto enemy ships. These pods are capable of penetrating enemy shields, allowing a squad of Klingons to board and attack an enemy ship from the inside.

Vor'cha-class: This Klingon cruiser compliments the Klingon Imperial Fleet with both its formidable phasers and cloaking capability. The Vor'cha can be upgraded with *Poleron Torpedoes* that pierce through enemy shields and directly damage the hull and ship systems.

Fek'lhr-class: The Fek'lhr is armed with phasers, but can be additionally outfitted with powerful weapons allowing it to unleash waves of destruction on its enemies.

- *Death Chant* - This chilling battle cry echoing in the halls of a ship stirs the blood of even the weakest Klingon. Hearing the Death Chant increases the rate of fire and crew effectiveness of all friendly ships within range.

- **Repulsion Field** - This weapon propels a ship in a direction, damaging it and destroying its engines.

- **Ion Storm** - This torpedo deploys an area effect cloud which damages any ship in its radius.

- **Energy Dissipater** - This special weapon drains the energy of multiple enemy targets, rendering their special weapons useless.

Negh'Var-class: The Negh'Var is the flagship of the Klingon Defense Force, as well as the most powerful ship in the fleet. Its massive phasers, photon torpedo launchers, powerful shields, and large crew compliment are used to defend the borders of the Klingon Empire against any foe. One of Chancellor Martok's first acts as ruler of the Klingon Empire was to allow every Negh'Var to be outfitted with an **Ion Cannon**. The Ion Cannon fires a single, powerful blast that decimates an enemy target.

Jach'eng-class: The Jach'eng, built out of the Shockwave
Facility, can detonate its only weapon, the **Shockwave**, to
create an expanding wave of destruction that moves out in a
direction, damaging everything in its path.

KLINGON SHIP SKETCHES
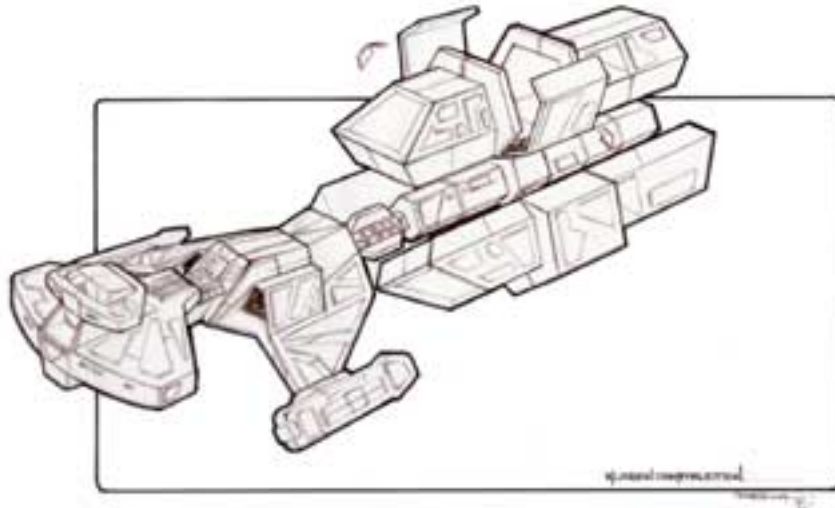
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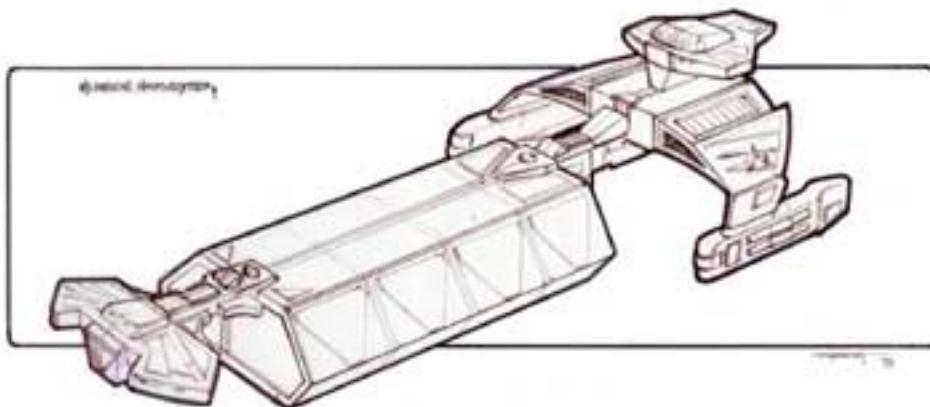
Freighter

NuQ'Duj

Fek'Ihr

Jach'eng
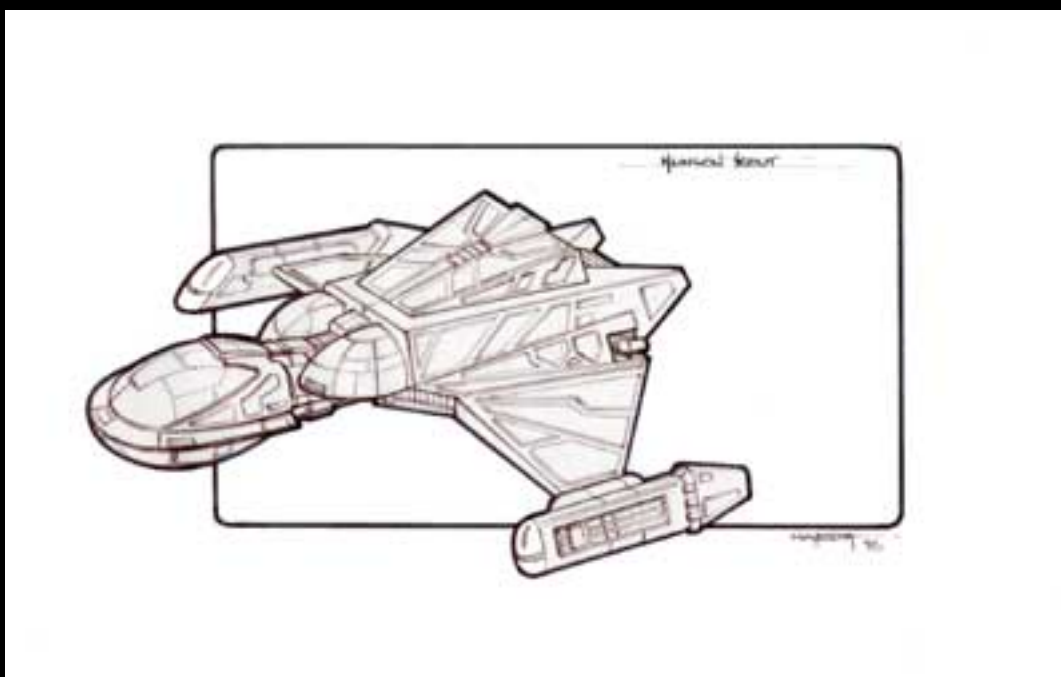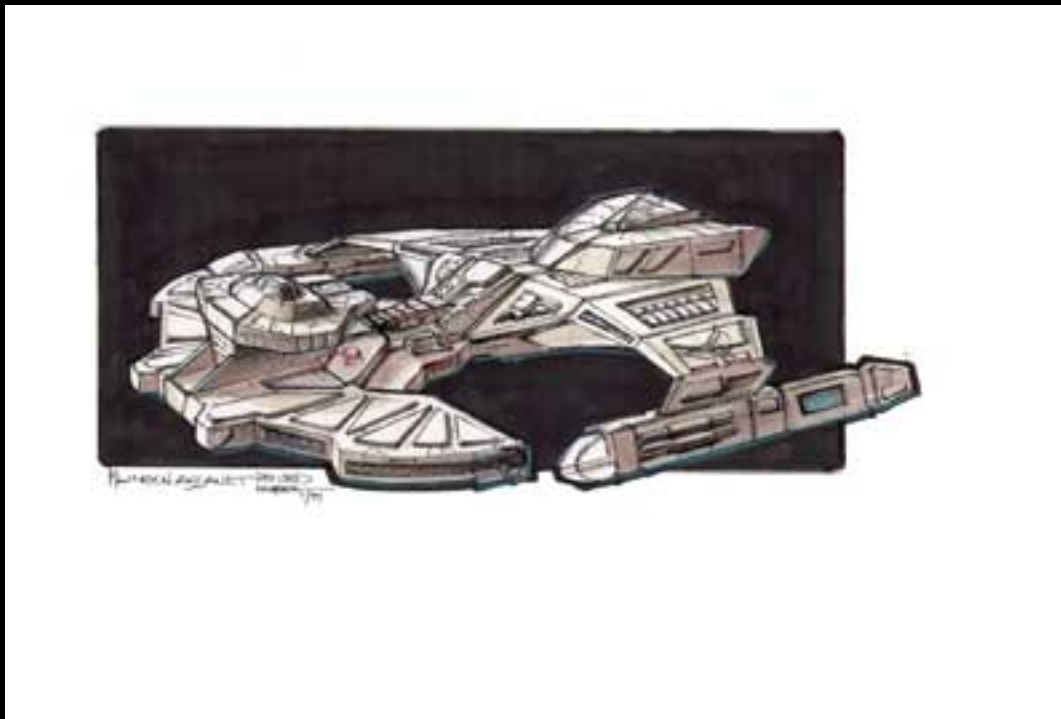
KLINGON BUILDING SKETCHES
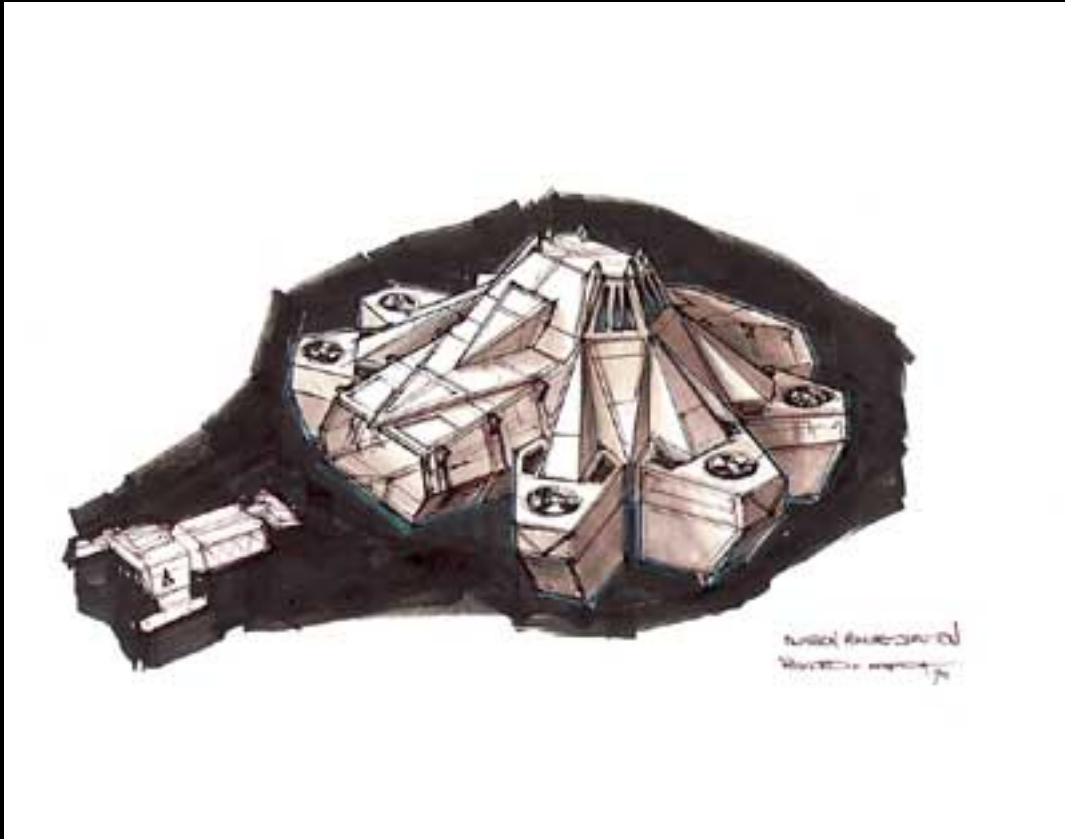
Mining Station
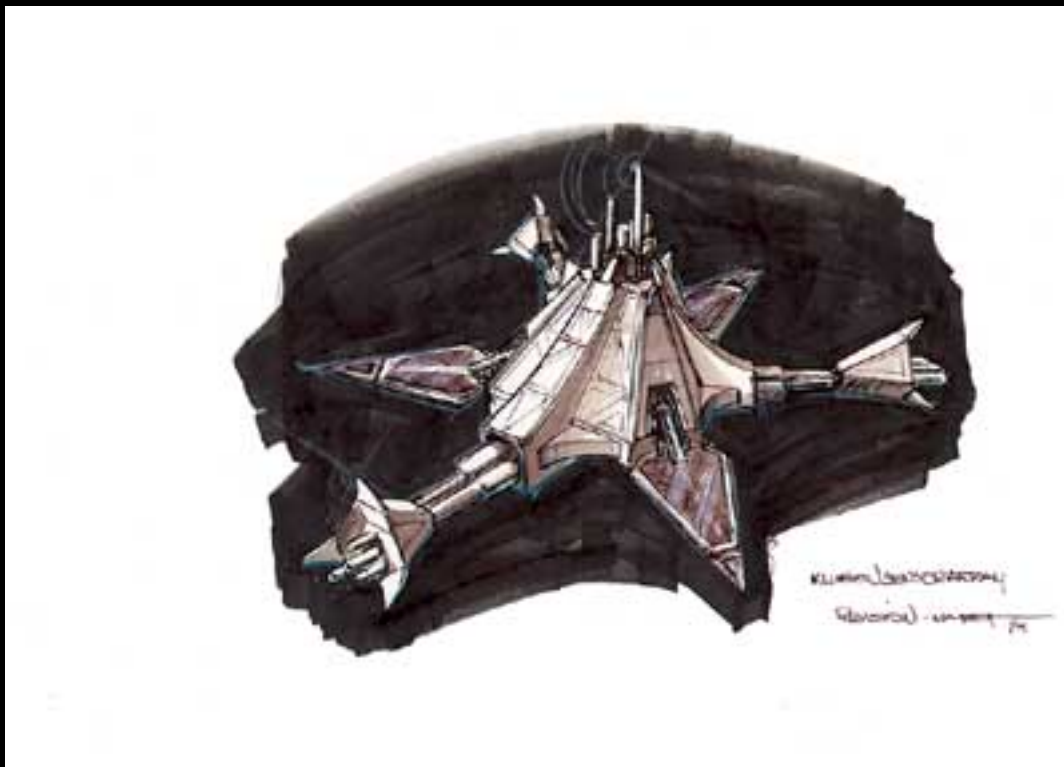
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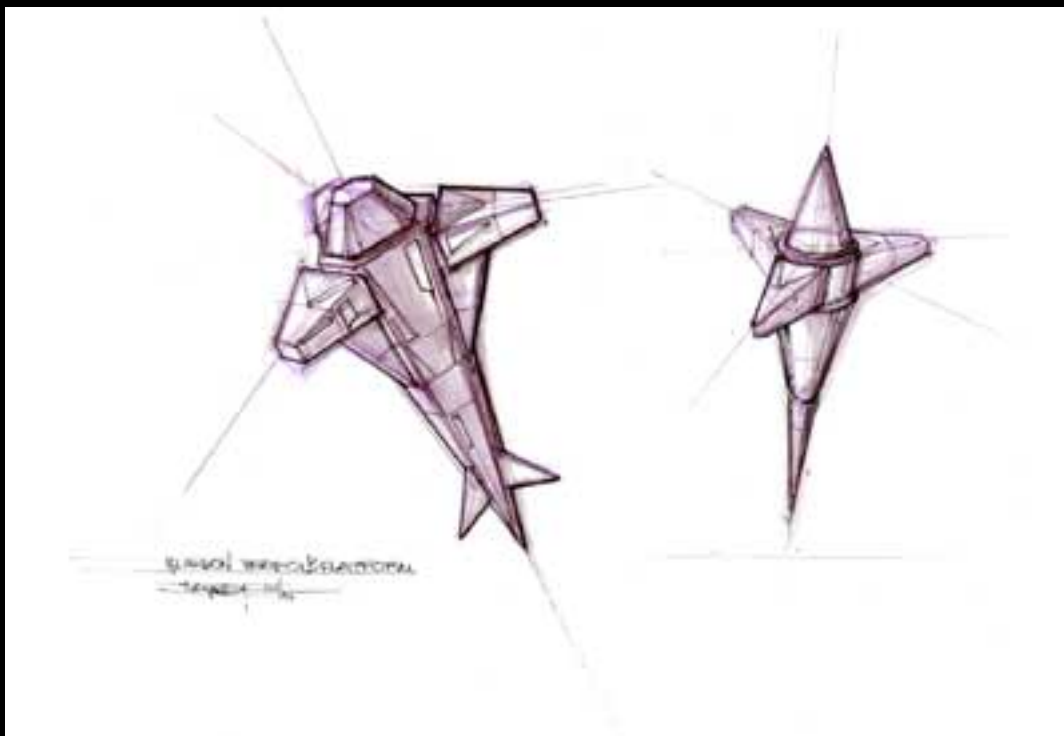
Disrupter Cannon
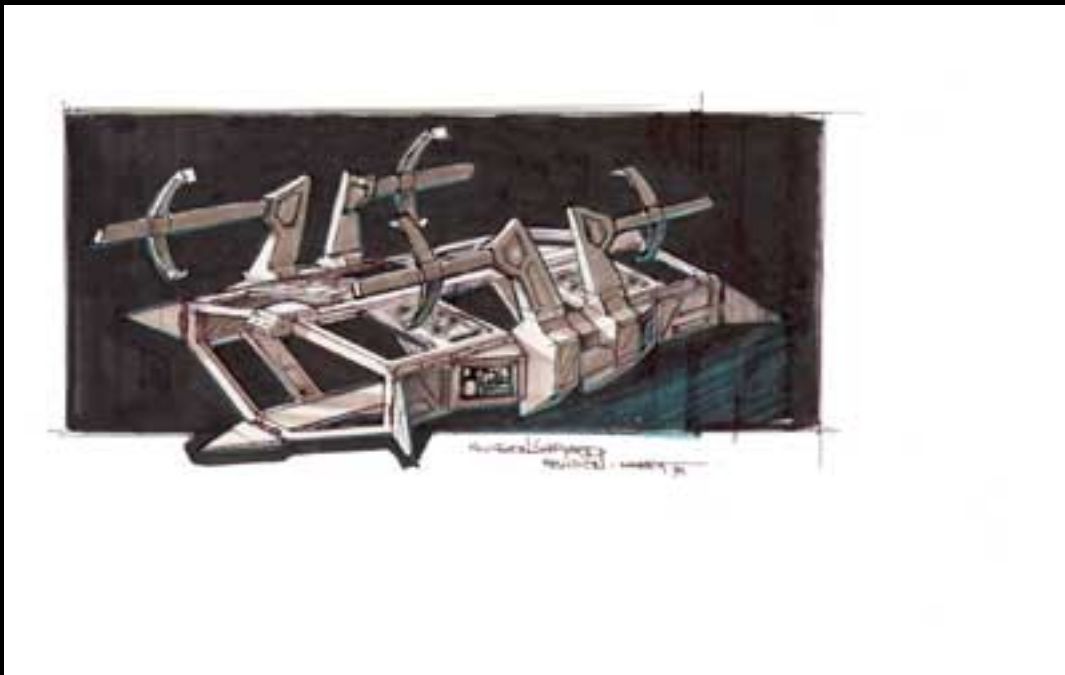
Shipyard
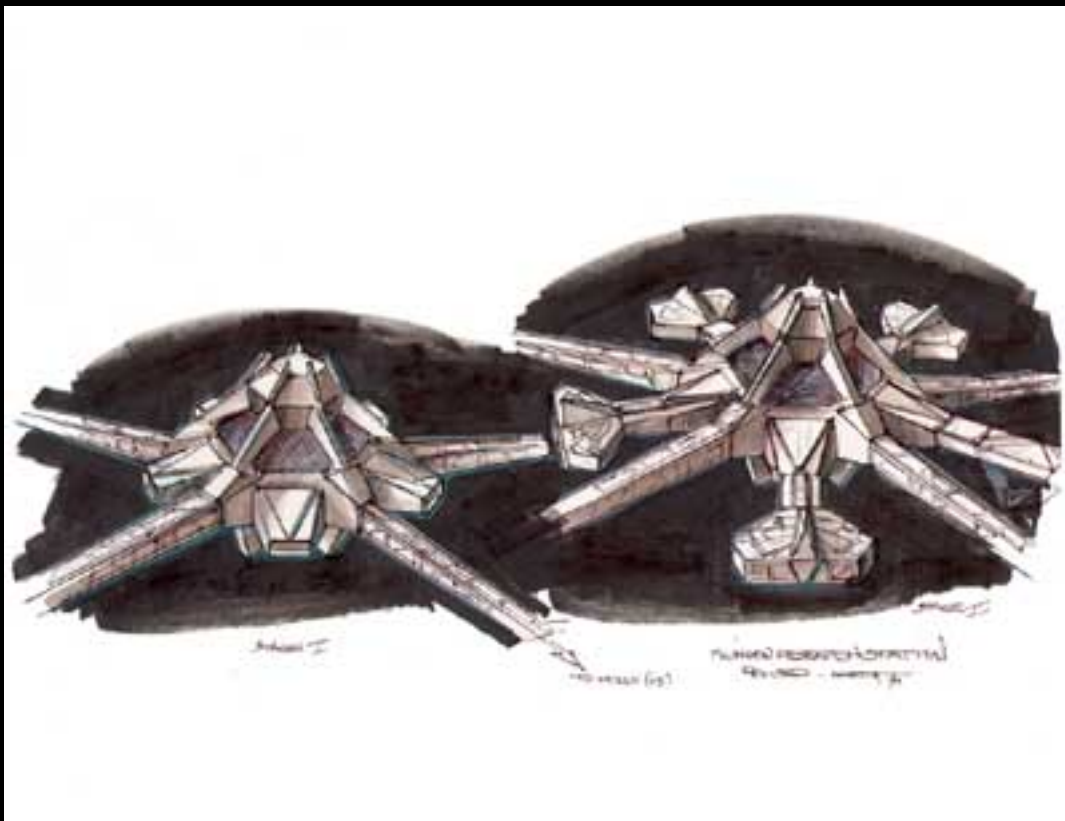
Grethor Armory
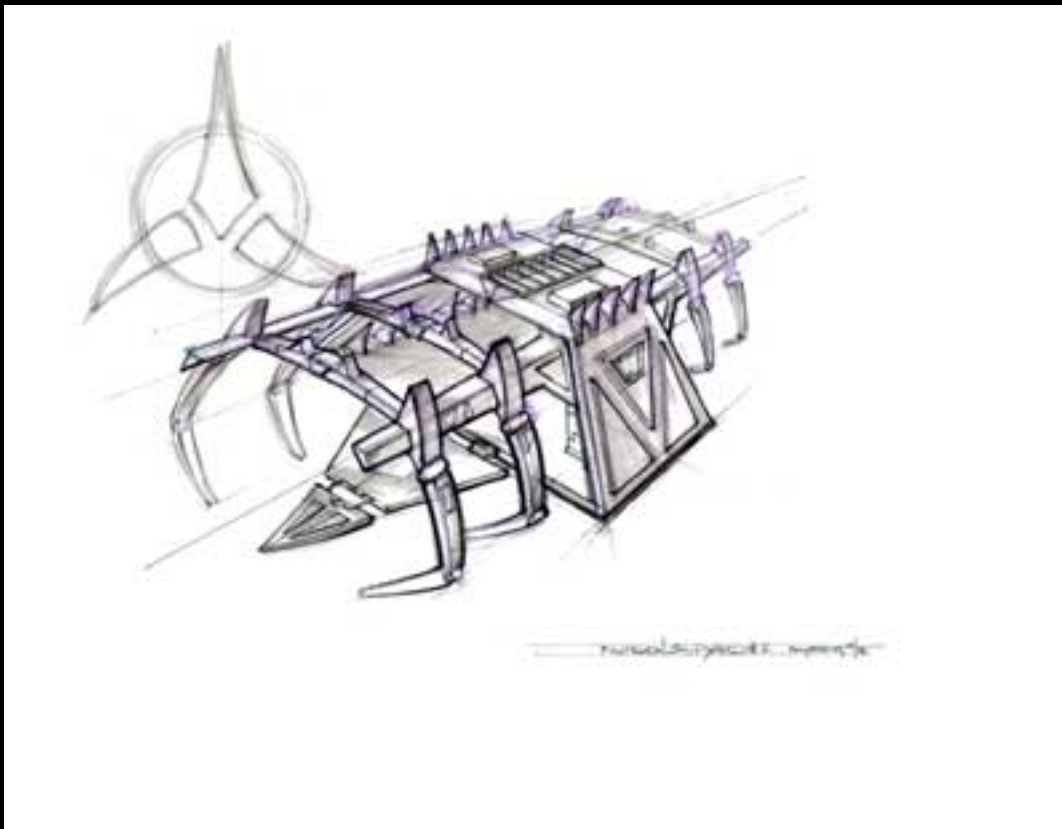
Imperial Shipyard
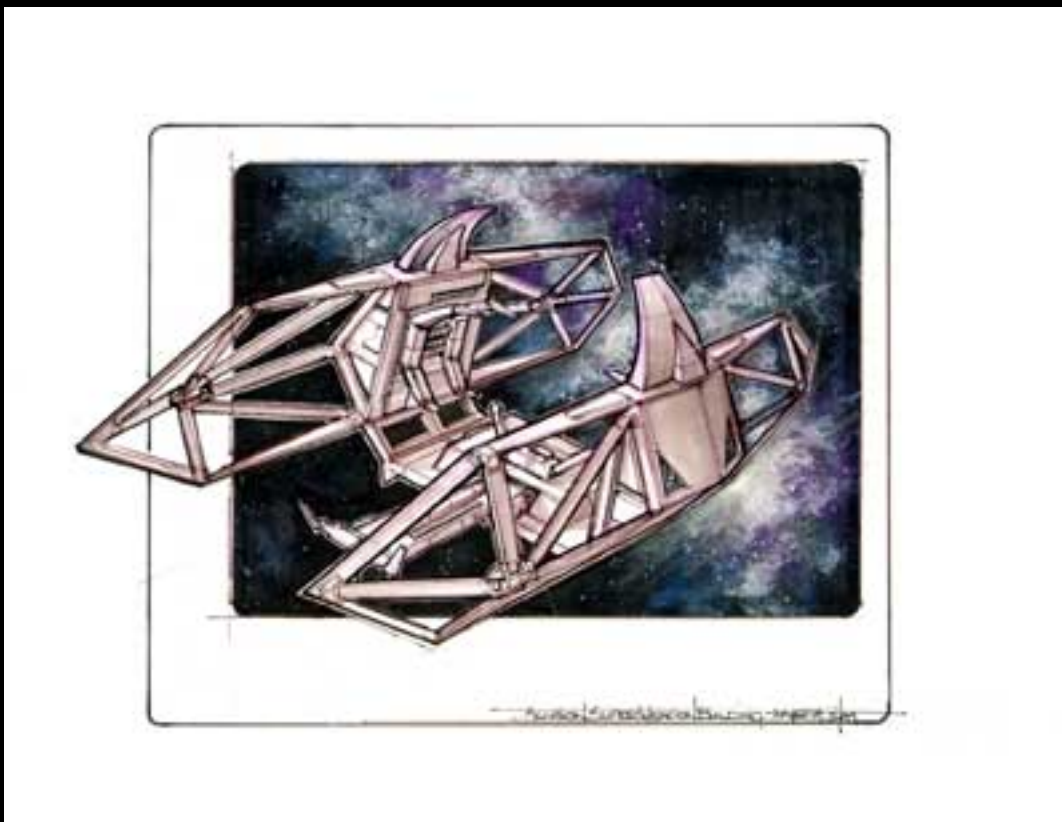
Shockwave Station
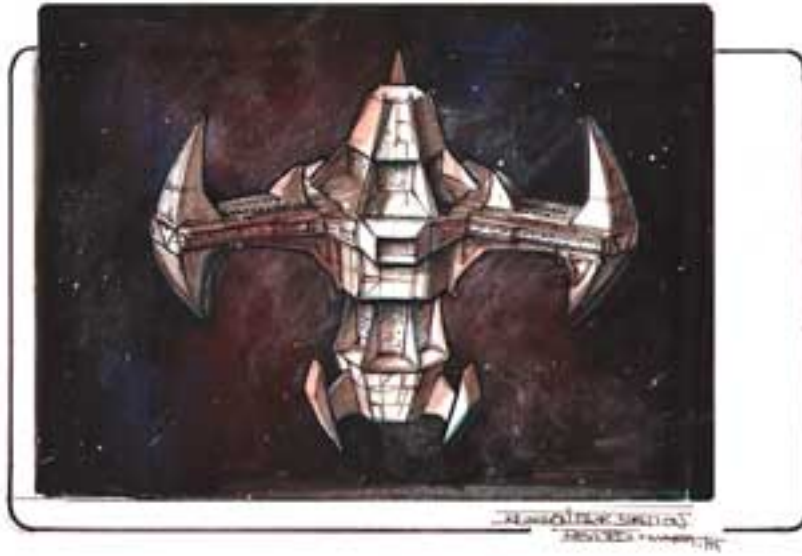
Starbase

NuQ'Duj-class

Bird of Prey

Commando Team

Poleron Torpedo

Death Chant

Repulsion Field

Ion Storm

Energy Dissipater

Ion Cannon

Jach'eng-class

Romulan Star Empire

The Romulans are an offshoot of the Vulcan people who left the planet Vulcan over 2000 years before the current Federation timeline, to found the Romulan Star Empire. The theory behind this exodus was in rebellion against the dogmatic Vulcan philosophy of logic and pacifism. The Romulan Star Empire, now resides on the planets Romulus and Remus. The Romulans are a passionate and aggressive people known for their stealth and cunning in combat.

ROMULAN SHIP SKETCHES

ROMULAN BUILDING SKETCHES

THE ROMULAN ARMADA AND THEIR SPECIAL WEAPONS

THE WARBIRD: The flagship of the Romulan fleet comes equipped with the *Shield Inversion Beam* which drains an enemies shields and transfers them to the Warbird's.

THE GRIFFIN: A Romulan phaser battle cruiser which can deploy a *Sensor Jammer*. This unleashes a wave that disables the sensors on all enemy ships in its wake.

THE RAPTOR: This Romulan artillery battle cruiser features the *Myotronic Inhibitor* that can fire a torpedo which disables the weapons on an enemy vessel.

THE SHRIKE: A Destroyer class ship, the Shrike combines offensive firepower with the ability to cloak. The Shrike can become equipped with the *Romulan Spy* special weapon that when deployed gives the player line-of-sight on a targeted enemy ship or station.
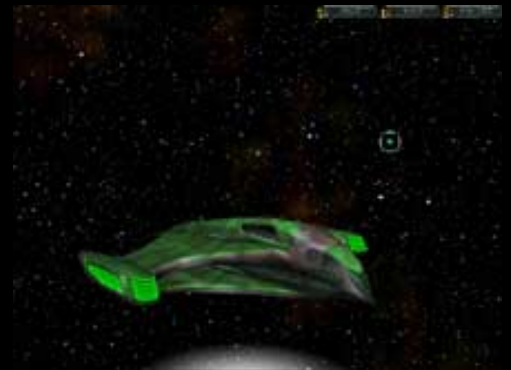
THE SHADOW: This science vessel complements the Romulan war effort with 4 special weapons:

Phase Shift: Cloaks the Shadow and allows it to move through other objects on the map.

Psychonic Blast: Unleashes a blast of radiation that causes the enemy ship's crew to begin attacking each other.

Energy Shield Converter: Converts the Shadow's special energy to augment the shield energy of a friendly ship.

Holo-Emitter: Shoots out a pulse wave which makes all enemies within its line-of-fire turn their weapons on each other.

THE TALON: This Romulan scout ship possesses the **Tachyon Grid** which gives the scout the ability to detect enemy cloaked ships.
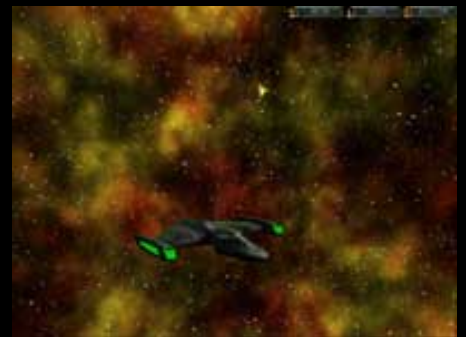
THE ROMULAN SUPER WEAPON: The Romulan super weapon facility creates the Phoenix Super Weapon. When deployed it creates an expanding rift that does massive damage to any ship or building within its range.

ROMULAN SHIP SKETCHES

Raptor

Griffin
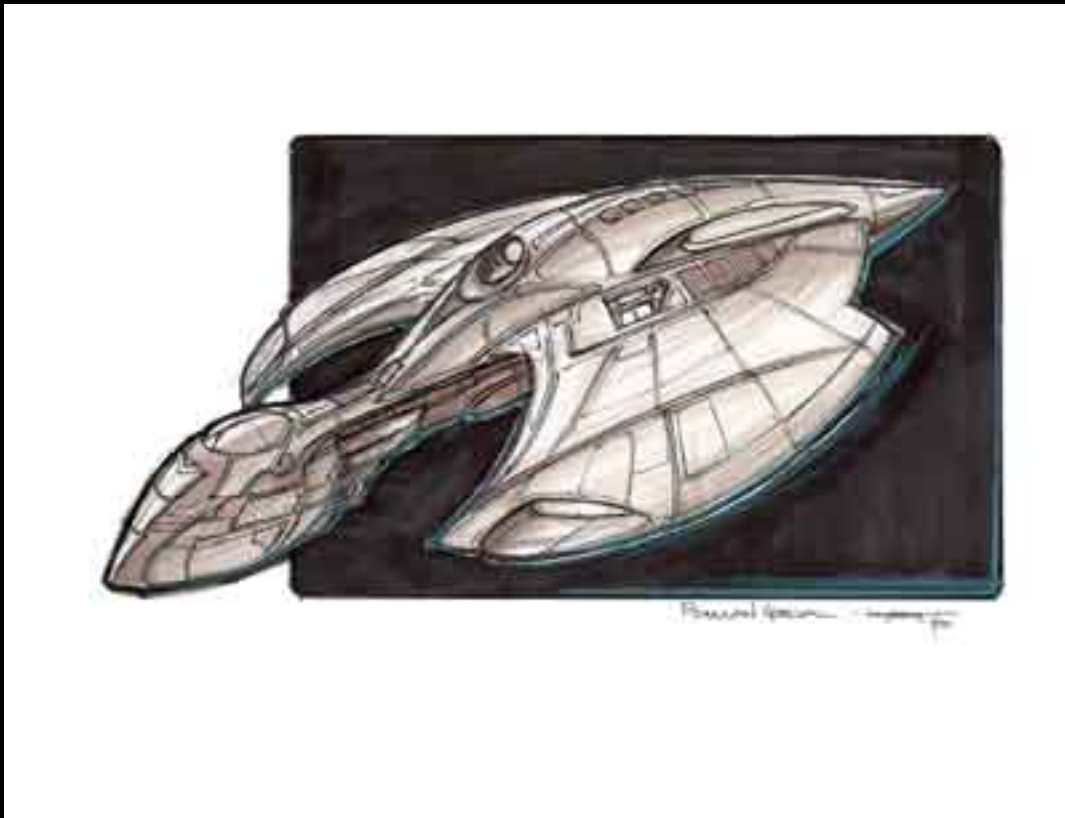
Shadow

Shrike
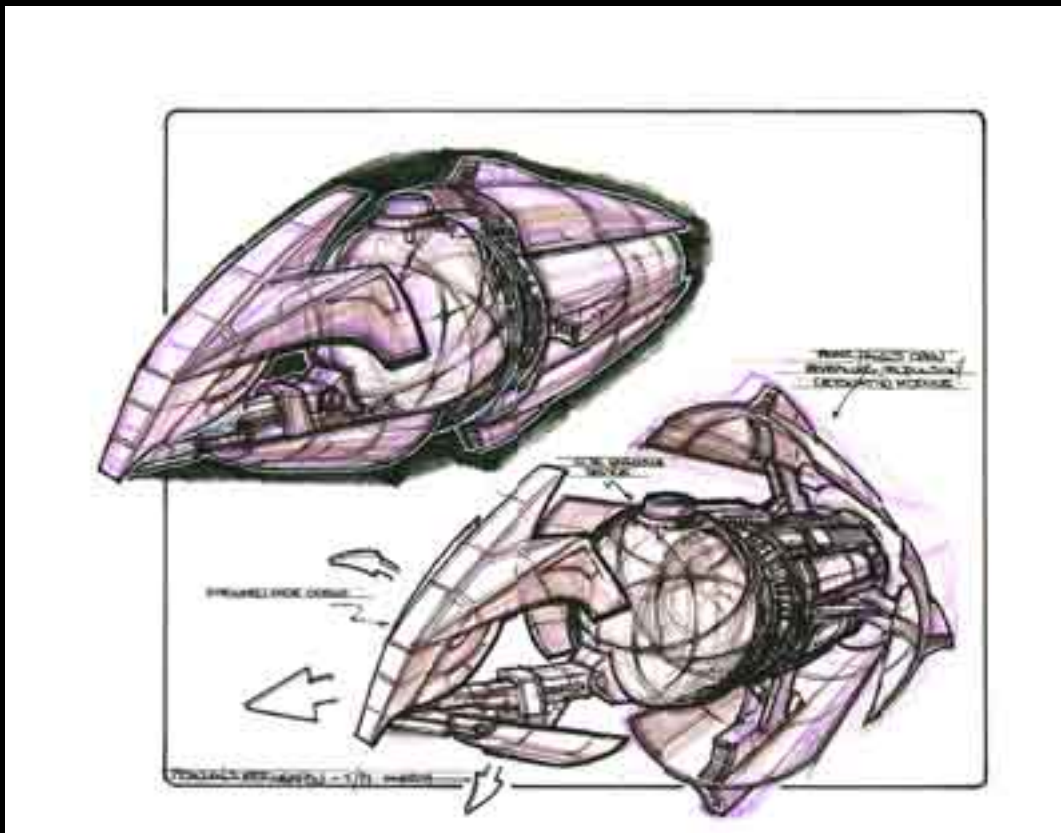
Pheonix
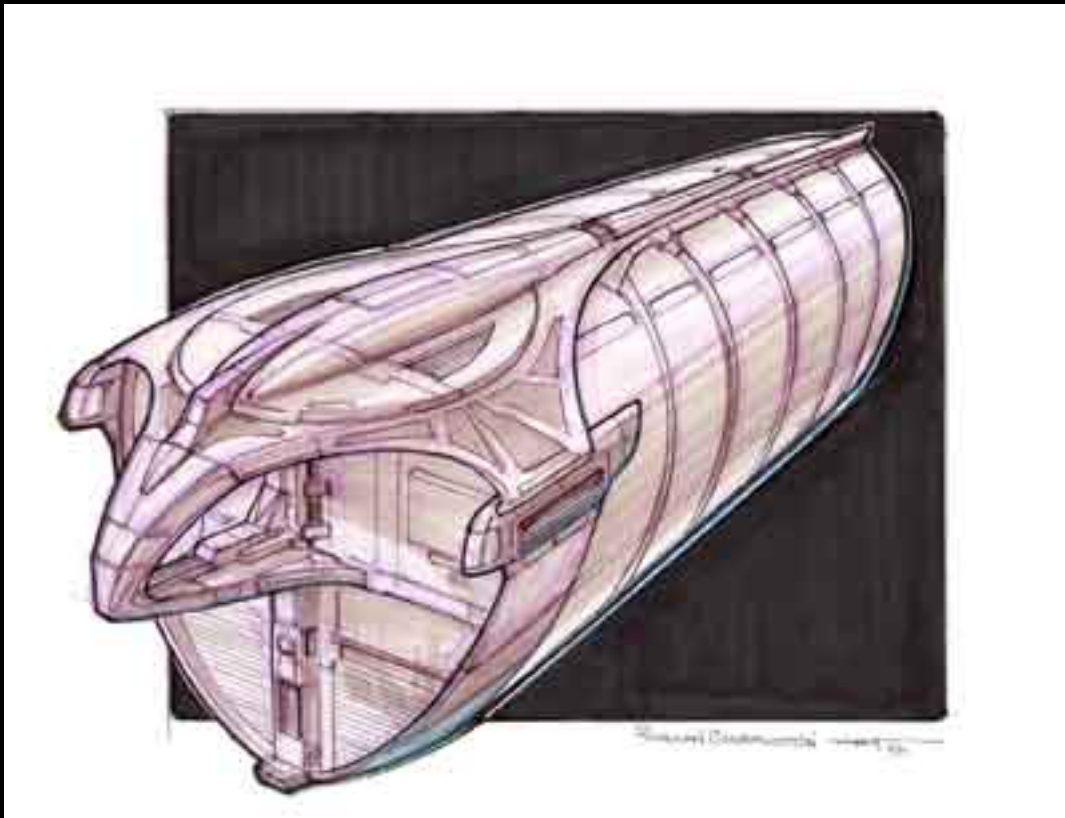
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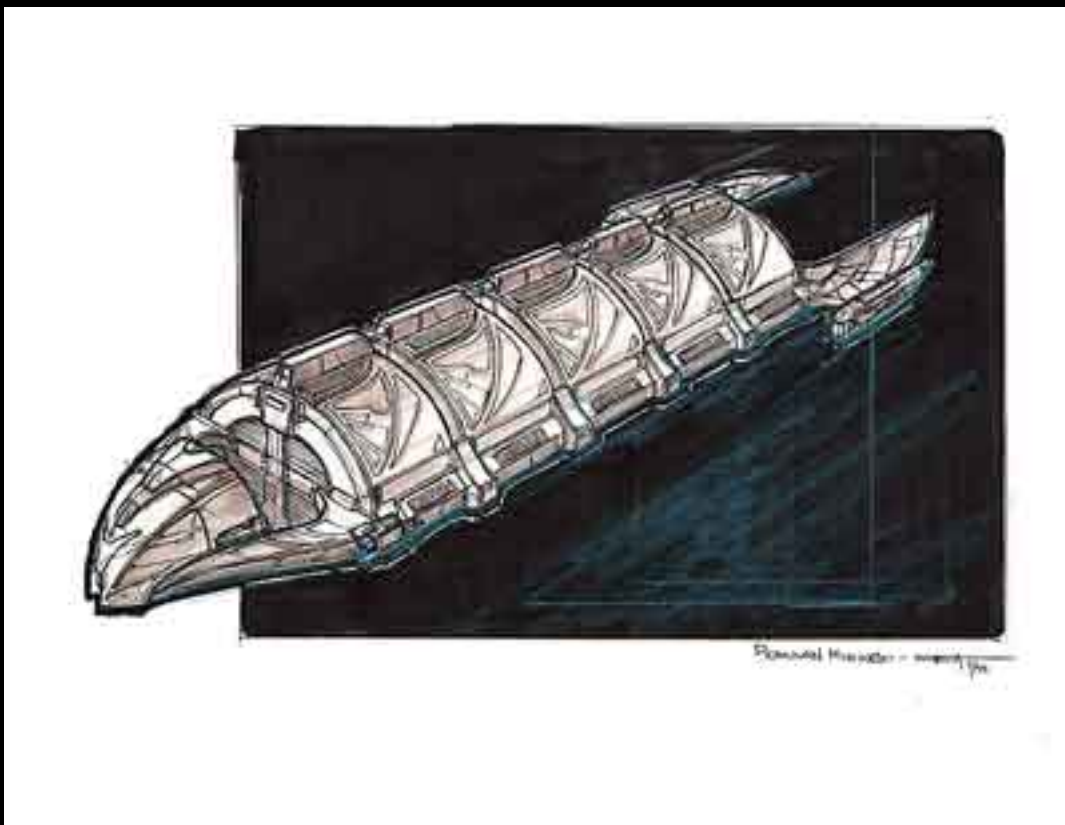
Freighter

ROMULAN BUILDING SKETCHES
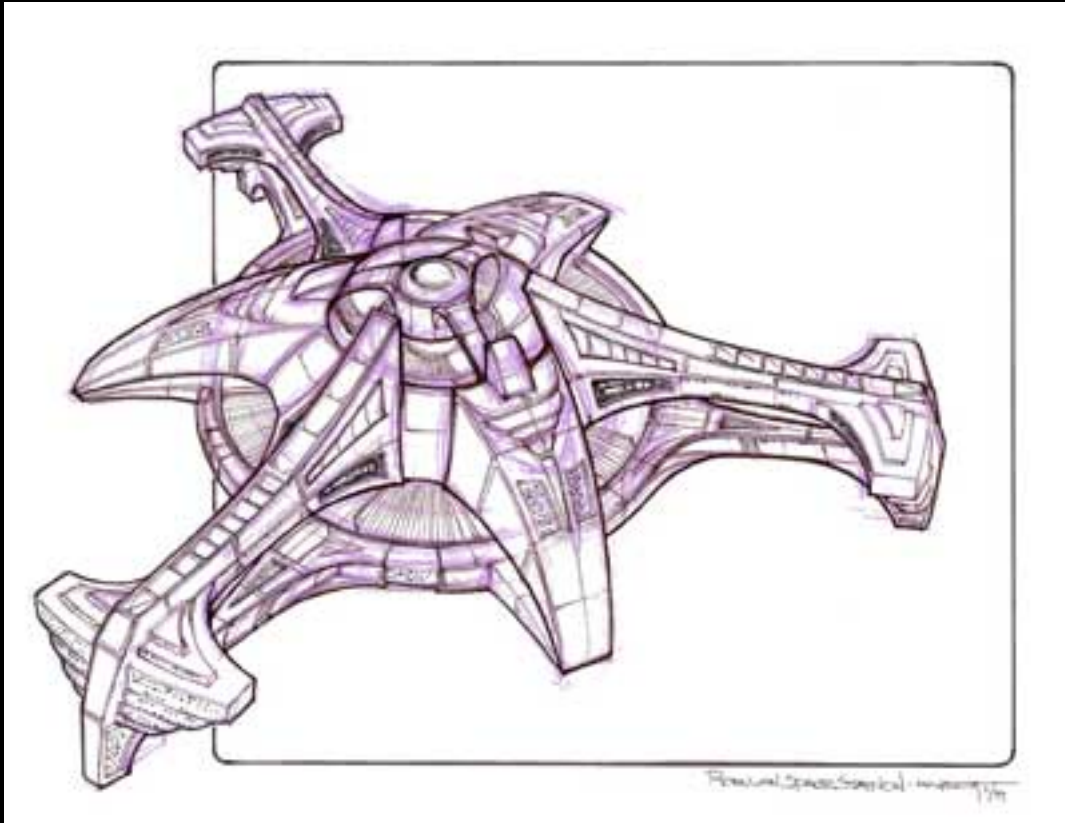
Base
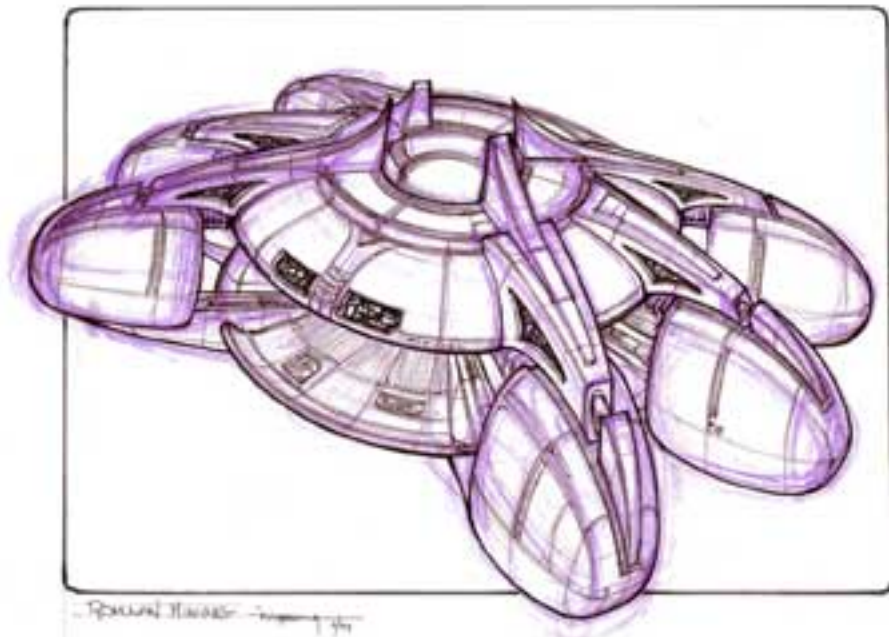
Mining Facility
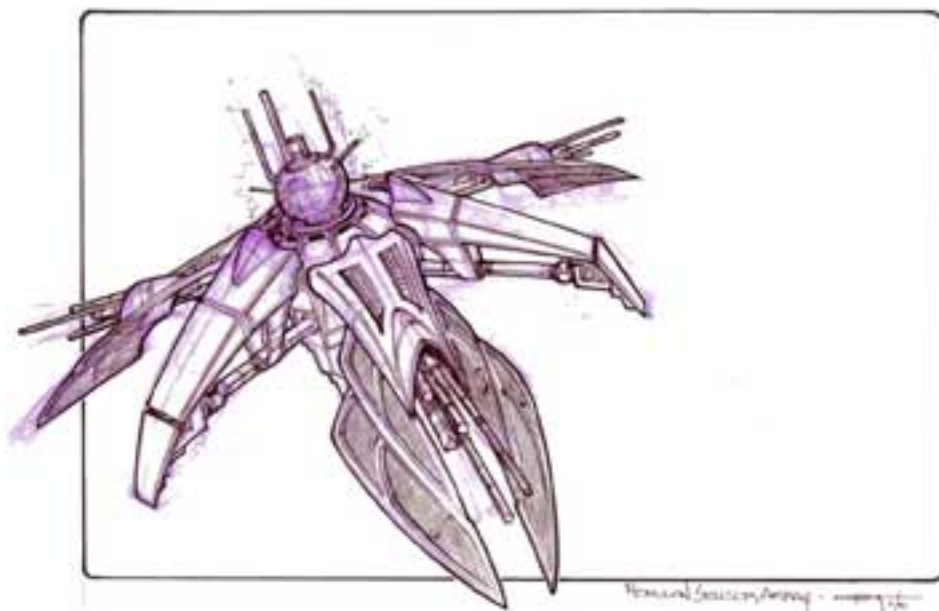
Spy Satellite
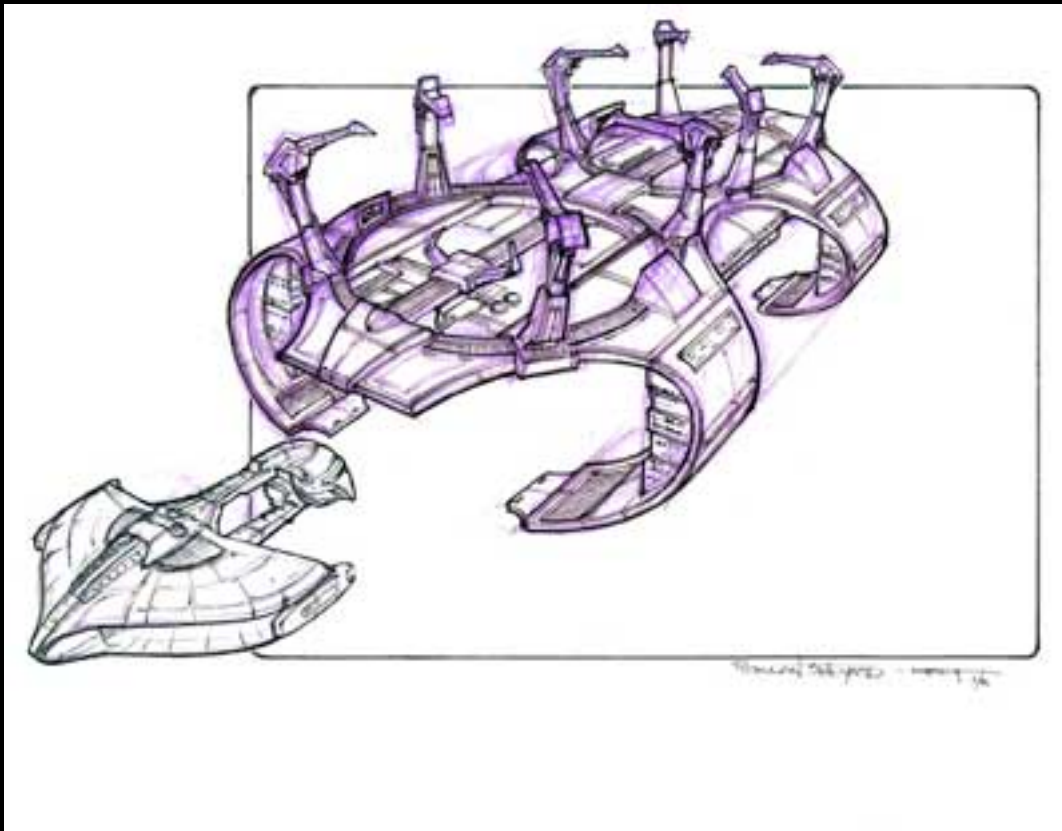
Shipyard
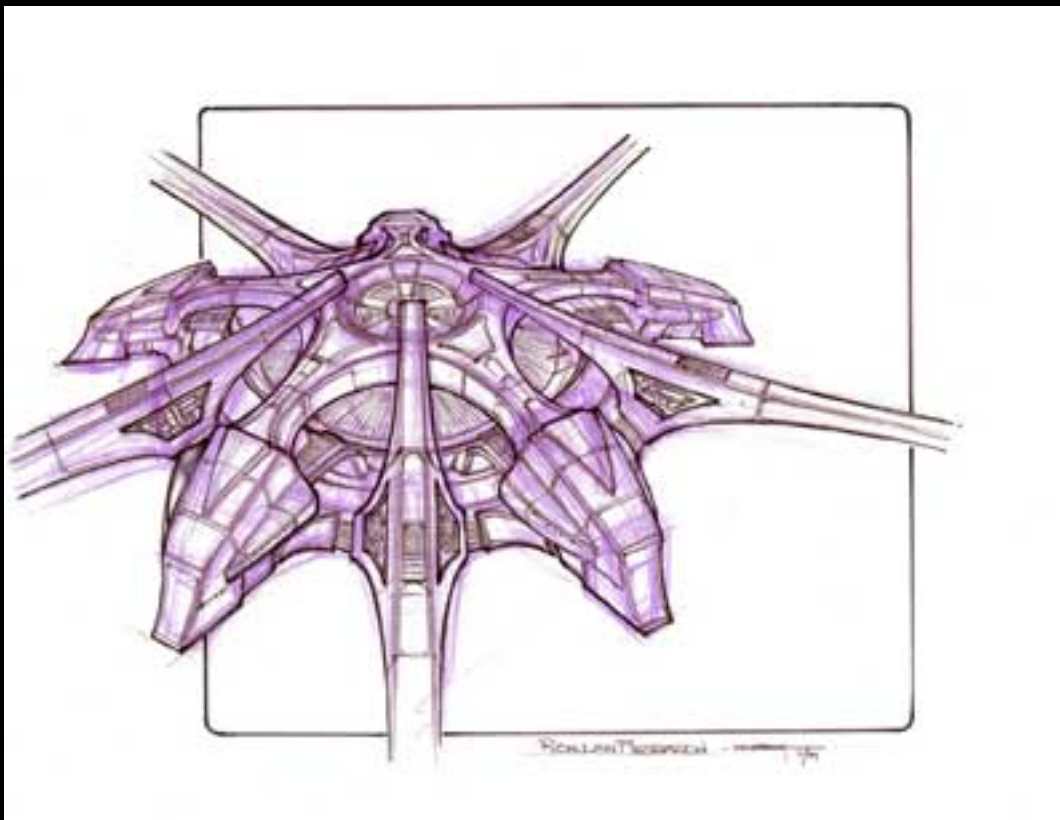
Covert Ops. Facility
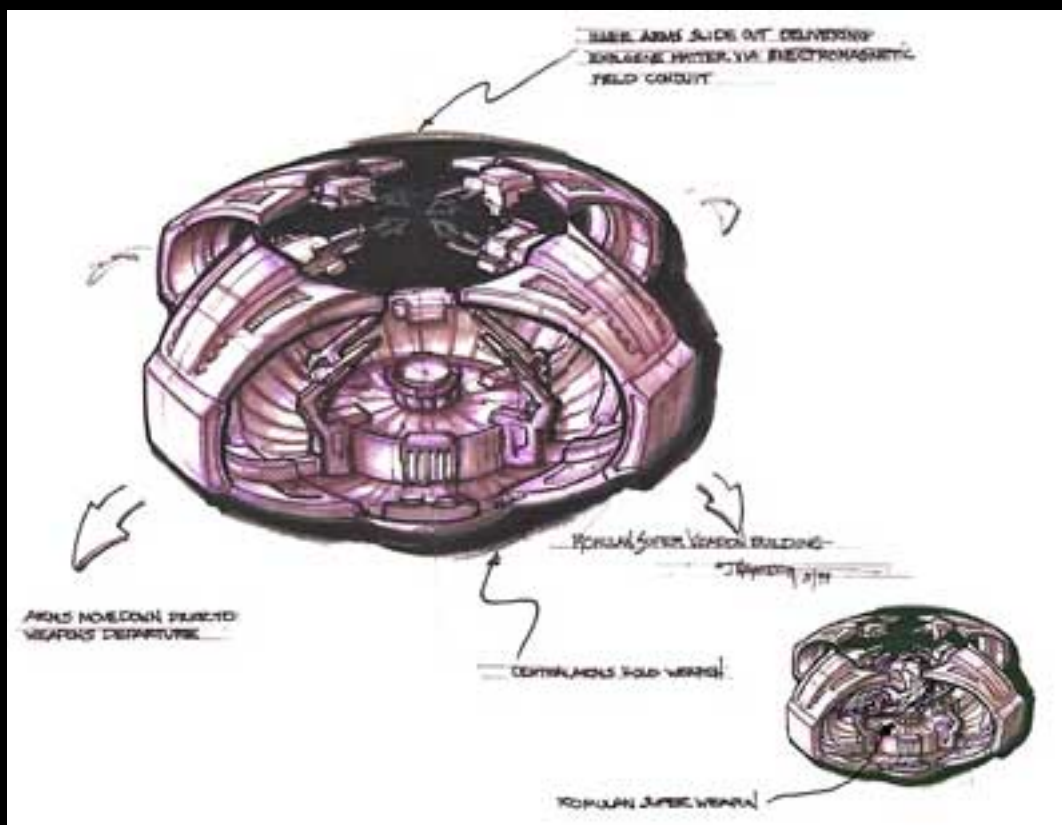
Phoenix Facility

SHIELD INVERSION

SENSOR JAMMER

MYOTRONIC INHIBITOR

SHRIKE
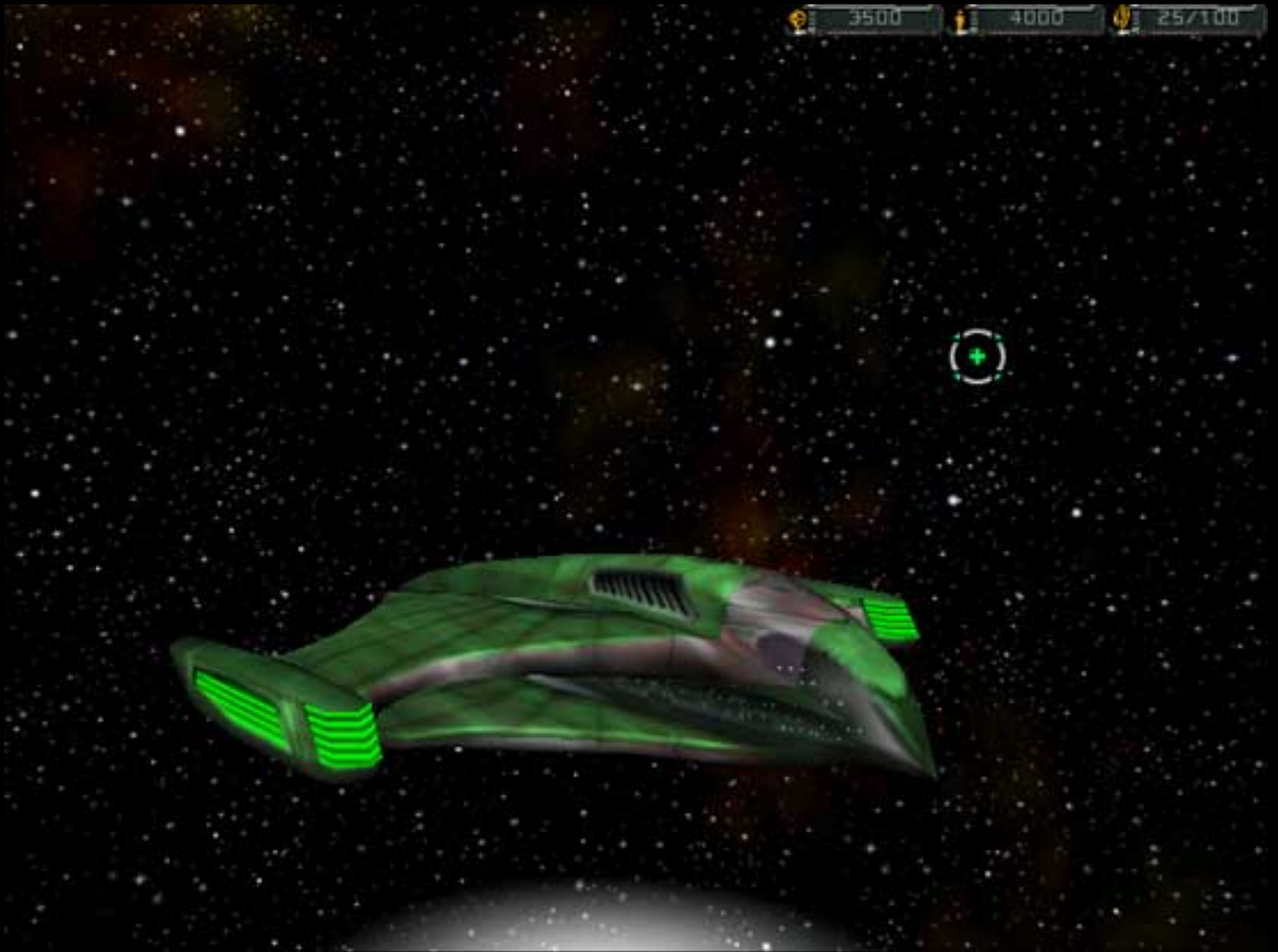
SHADOW

PHASE SHIFT

PSYCHONIC BLAST

ENERGY SHIELD CONVERTER

HALO EMITTER

TALON

PHOENIX SUPER WEAPON

The Borg are a monstrously powerful civilization of enhanced humanoids with roots from the Delta Quadrant of the galaxy. The Borg implant themselves with cybernetic machinery, augmenting both their technological and combat capabilities. Each Borg is tied into an advanced subspace communication network, forming the Borg Collective. The Borg Collective have a shared consciousness in which the idea of the individual is nearly a meaningless concept. The Borg exhibit a high degree of intelligence and adaptability in their tactics striking fear in all other species they come across.

BORG SHIP SKETCHES

BORG BUILDING SKETCHES

CUBE: This huge cube-shaped spacecraft commands massive firepower and can possess the *Holding Beam* special weapon which locks up an enemy ship with a tractor beam and transfers crew onto the enemy ship to take control of it.

SPHERE: The Borg Sphere is a formidable opponent. This class of ship can possess a *Regeneration* special weapon that causes the Sphere to temporarily increases its repair rate and shield recharge rate.

ASSIMILATOR: The Assimilator can be upgraded to obtain a long range photon weapon that is a great support to the Borg. When researched, the Assimilator can acquire the *Auto-Assimilator*, a bean that transfers crew of an enemy ship and adds them to the collective on board the Assimilator.

INTERCEPTOR: The Borg Interceptor class ship can possess a *Transwarp Drive* special weapon allowing the Destroyer to move anywhere previously on the map instantaneously.

DETECTOR: The Borg Scout, as the name suggests, can possess the ability to *detect cloak*, when researched.

DIANOND: The Diamond is the Borg Advanced Research ship. It can possess the following four special weapons:

Shield Remondulation: Makes one ship in the Borg fleet invulnerable for a brief period.

Computer Override: Gives the Borg control of an enemy ship for a short time.

Nanites: Scrambles the enemy's interface.

Ultritium Burst: Multiple target weapon which damages multiple ships.

THE BORG SUPERWEAPON: The ***Transwarp Gate*** opens a portal from the Gate to a selected destination for a definable amount of time through which ships can move to another location.

BORG SHIP SKETCHES
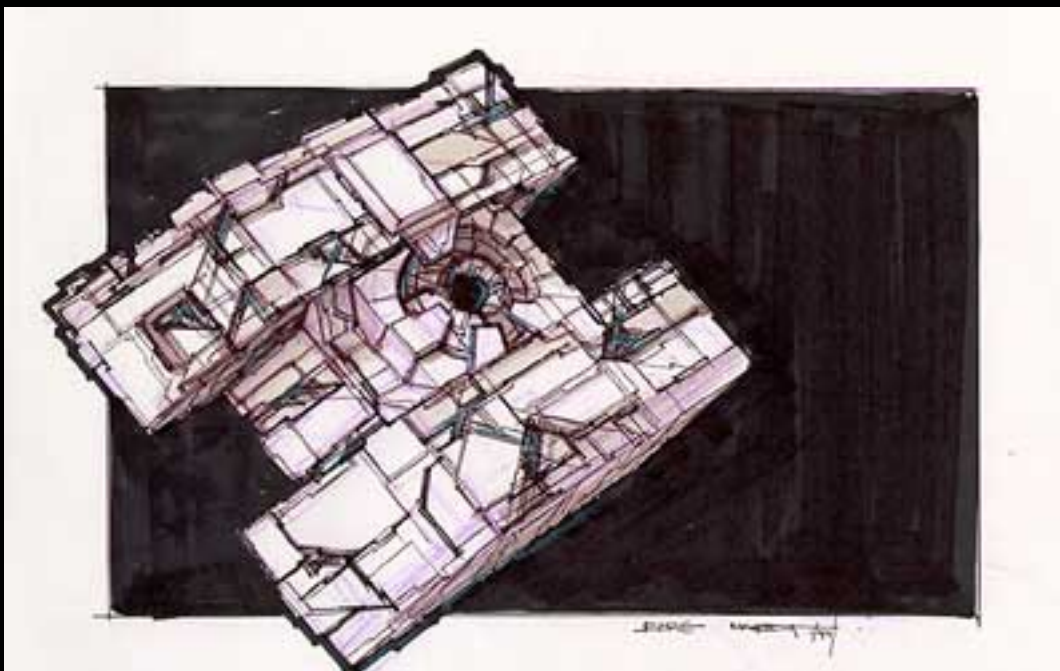
Assimilator
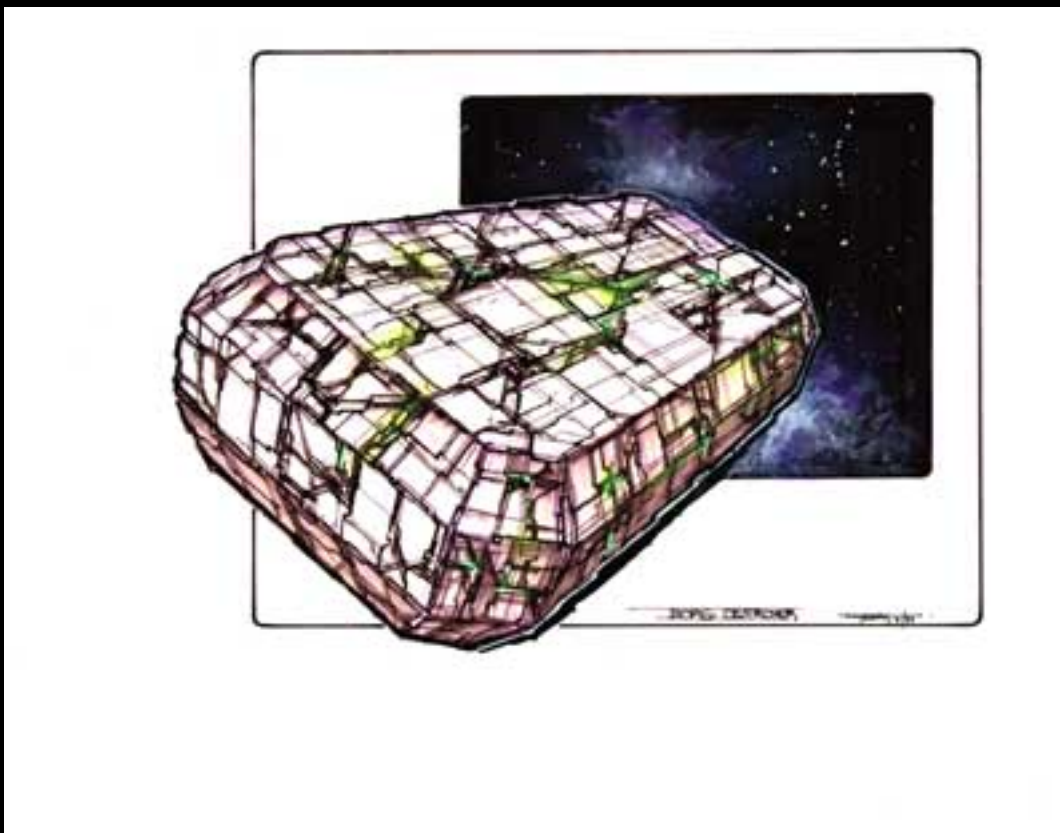
Interceptor

Detector
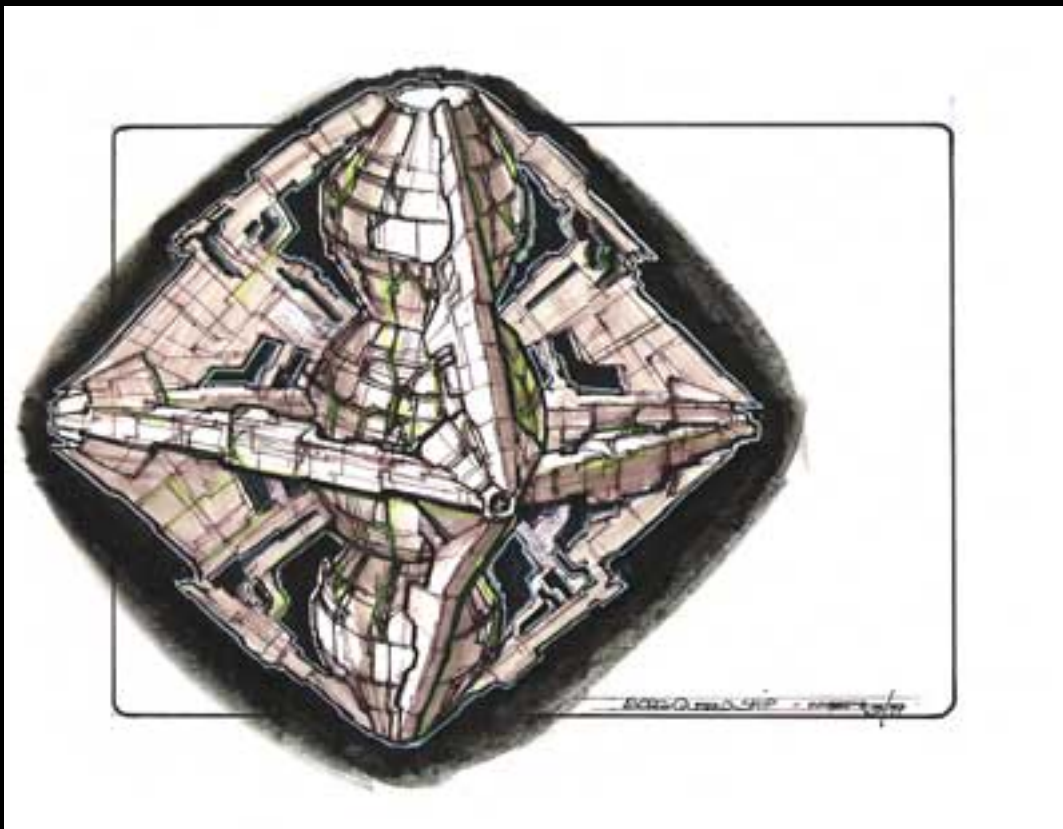
Diamond
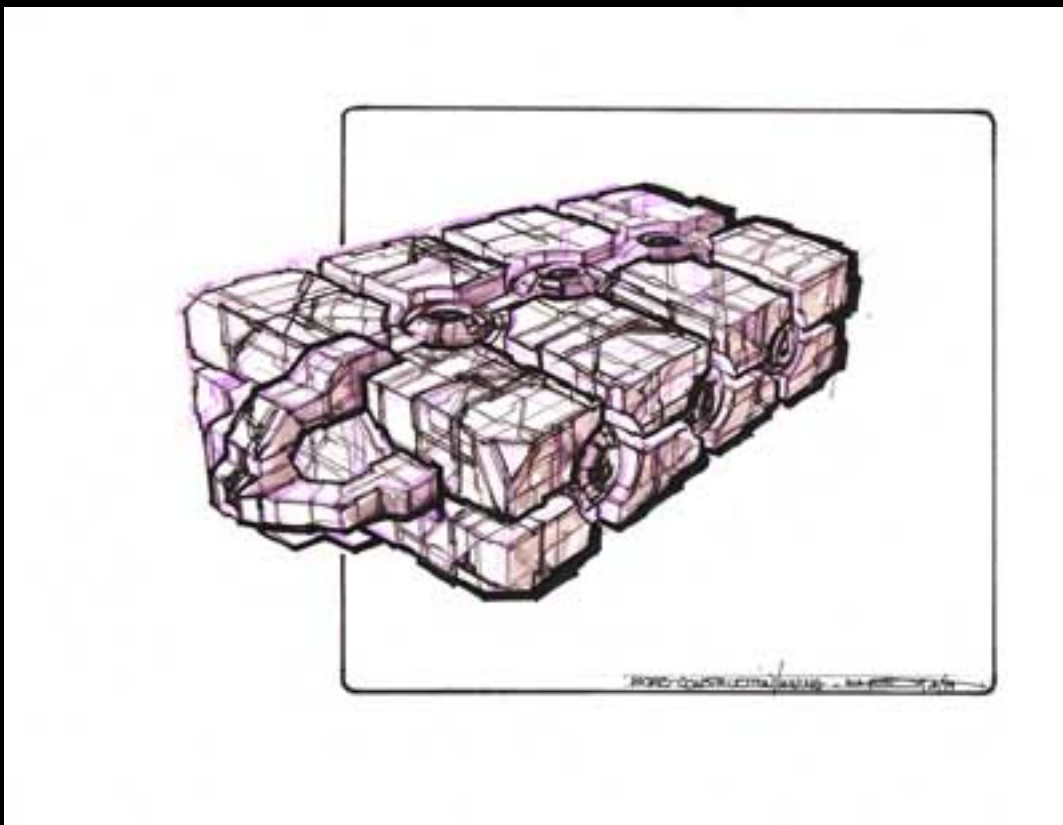
Collector

BORG BUILDING SKETCHES
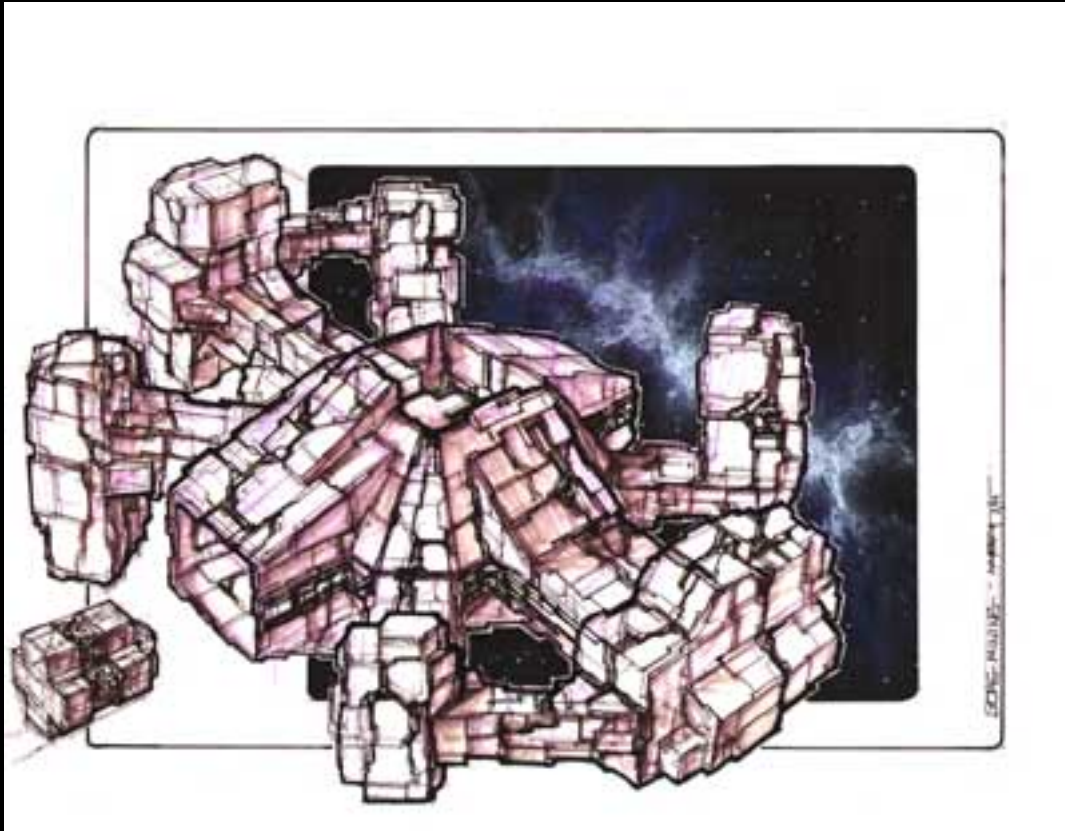
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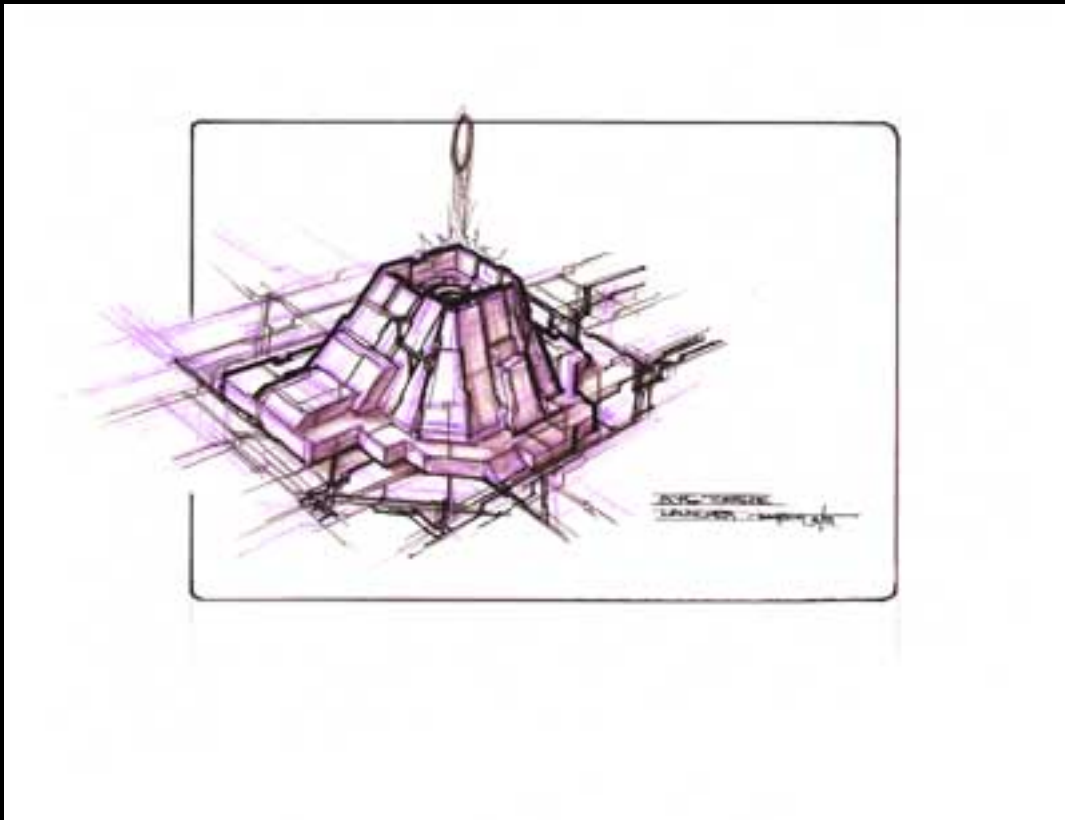
Energy Cannon
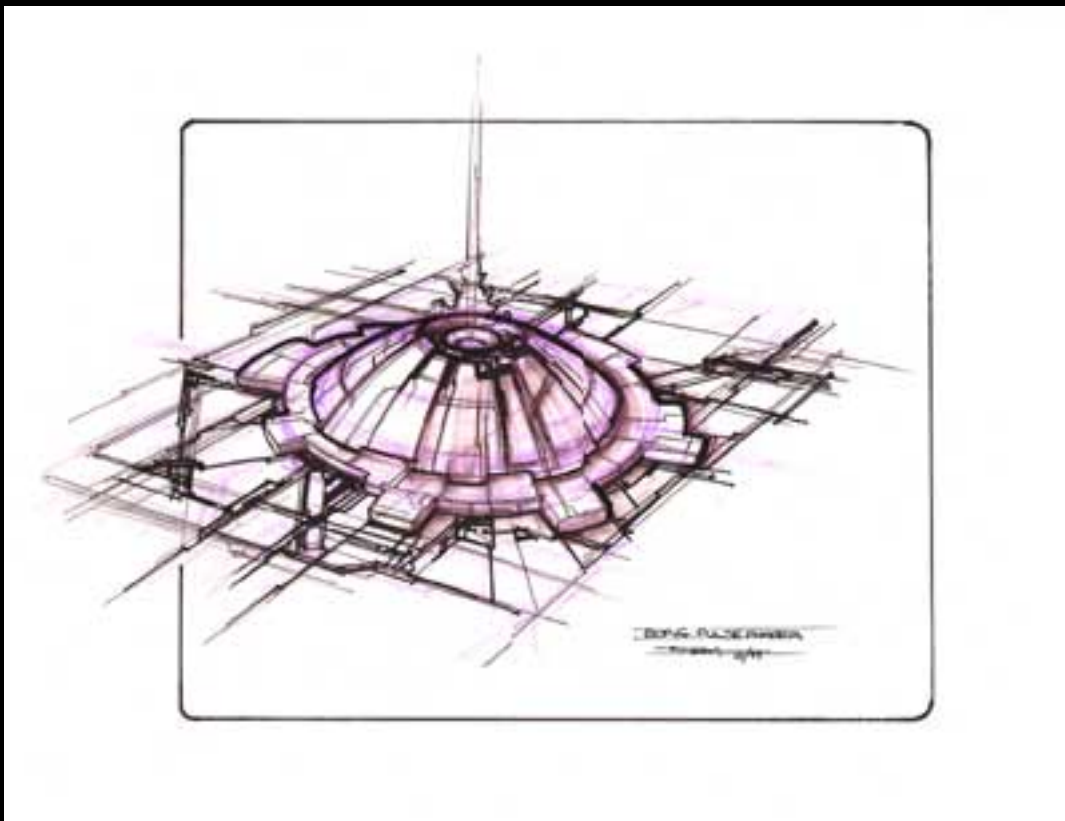
Torpedo Turret
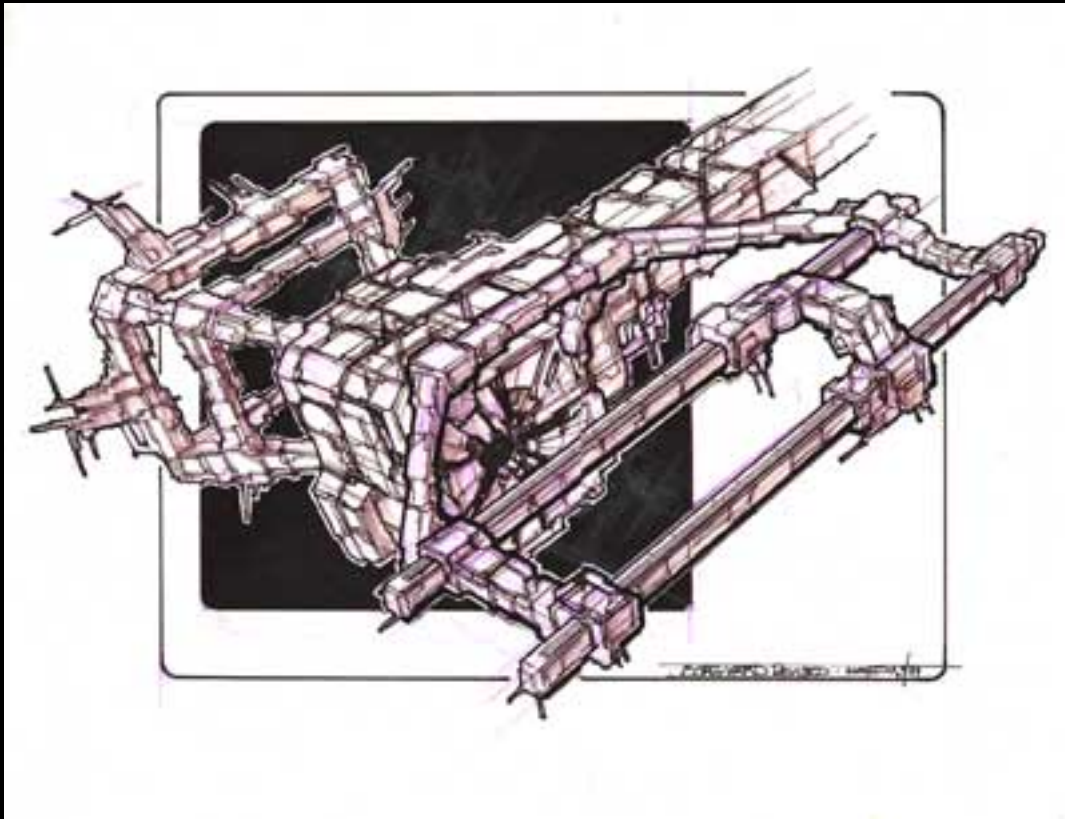
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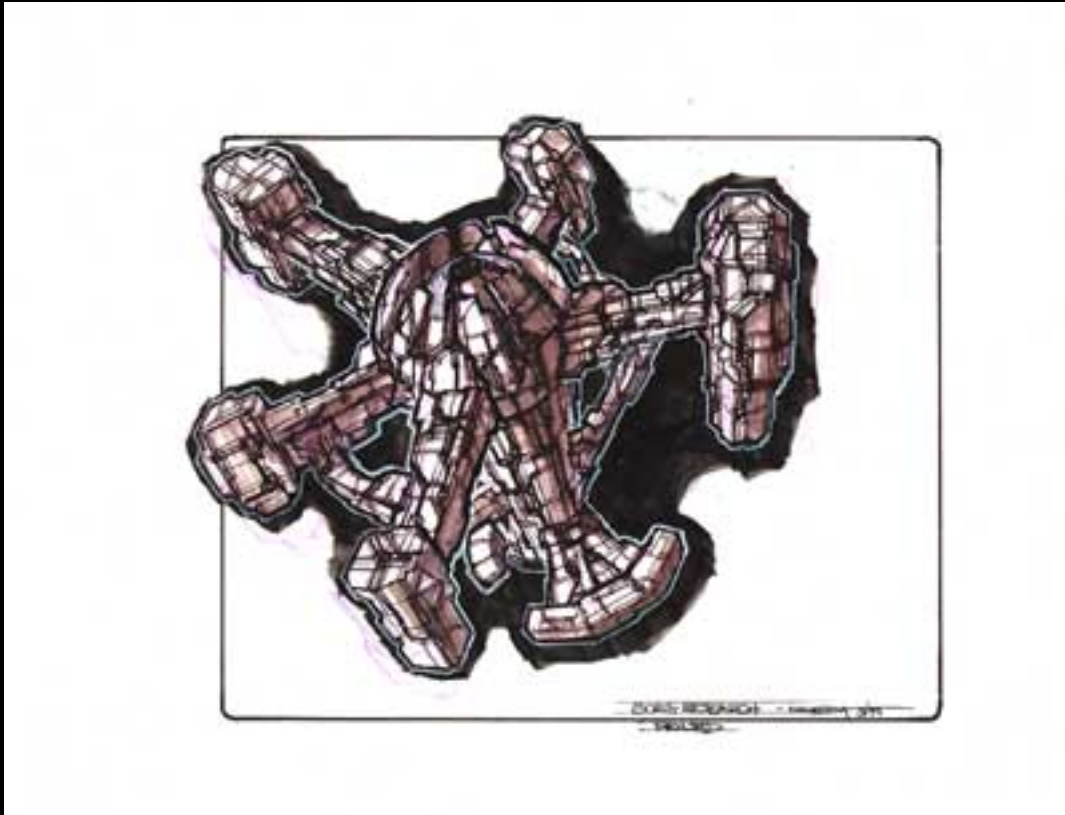
Modification Center
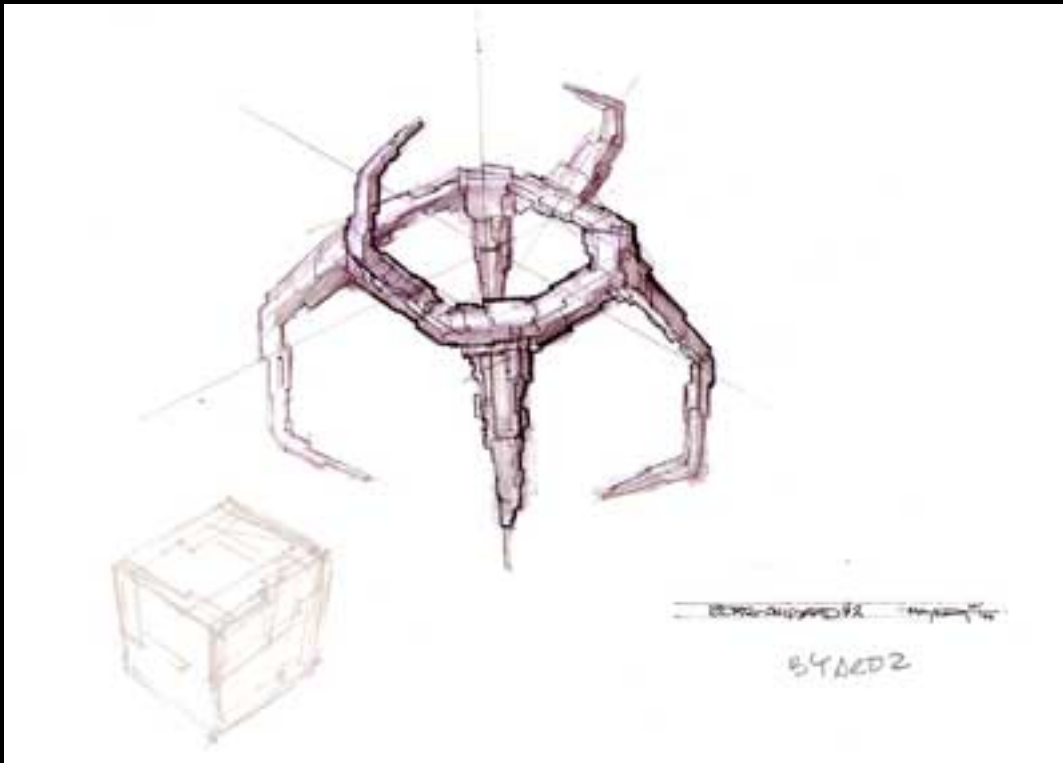
Advanced Assembly Matrix
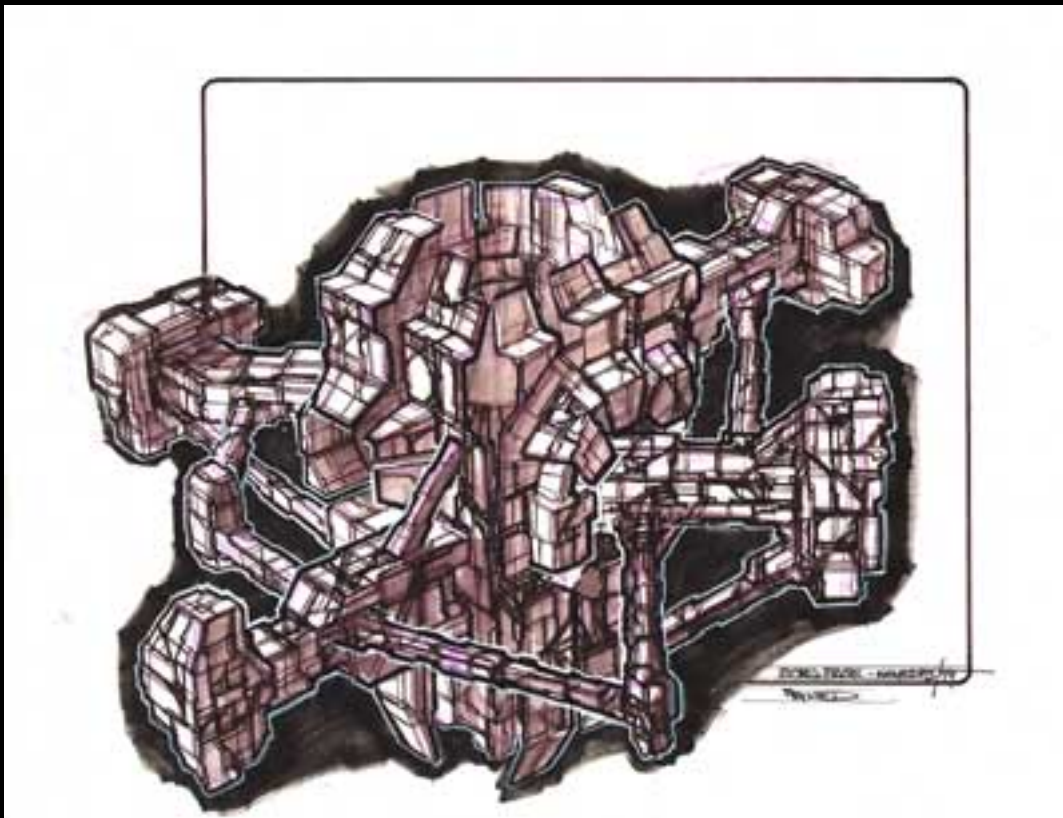
Nexus

Nexus

HOLDING BEAM

SPHERE
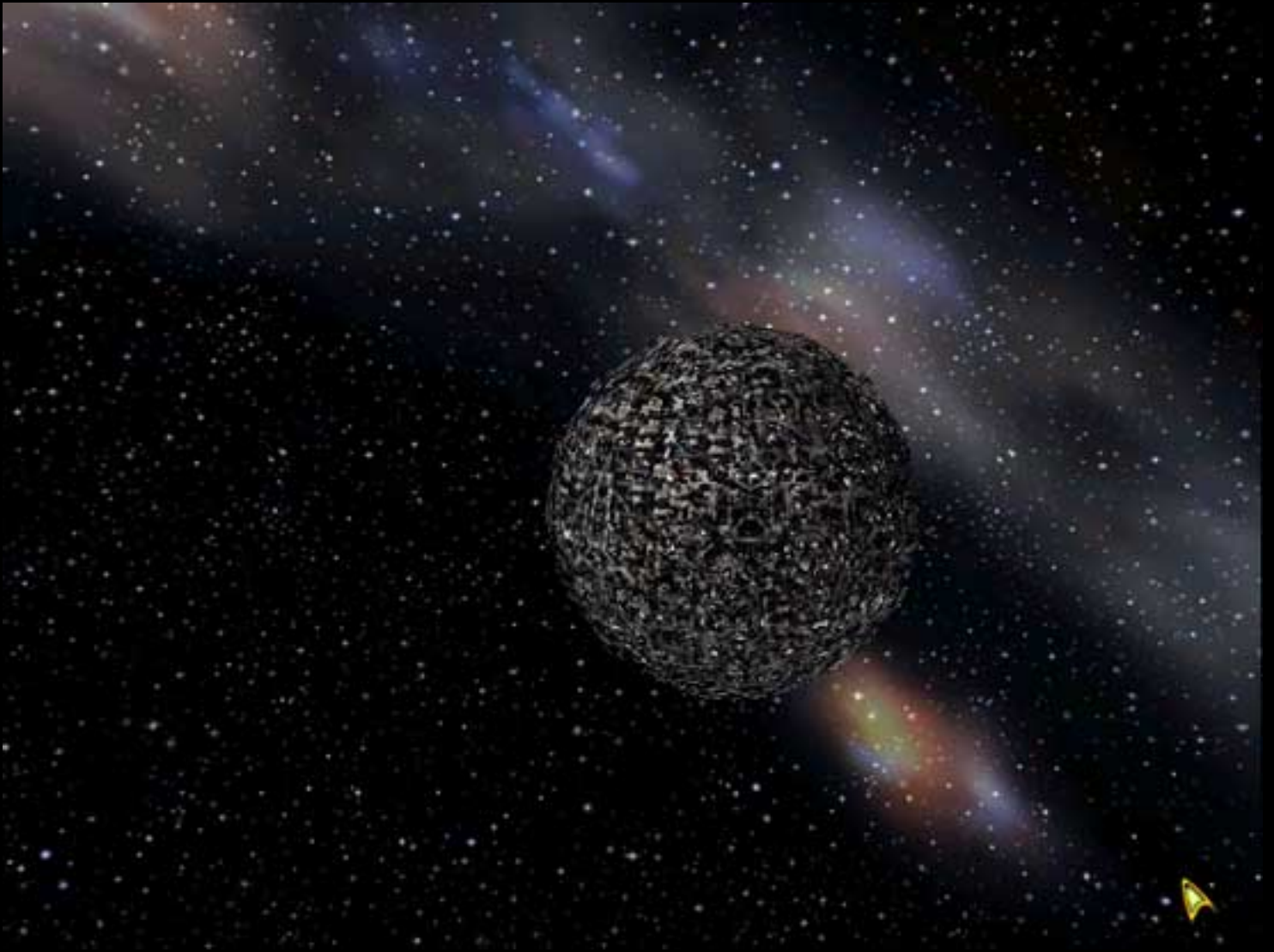
AUTO ASSIMILATOR

TRANSWARP DRIVE

DETECTOR
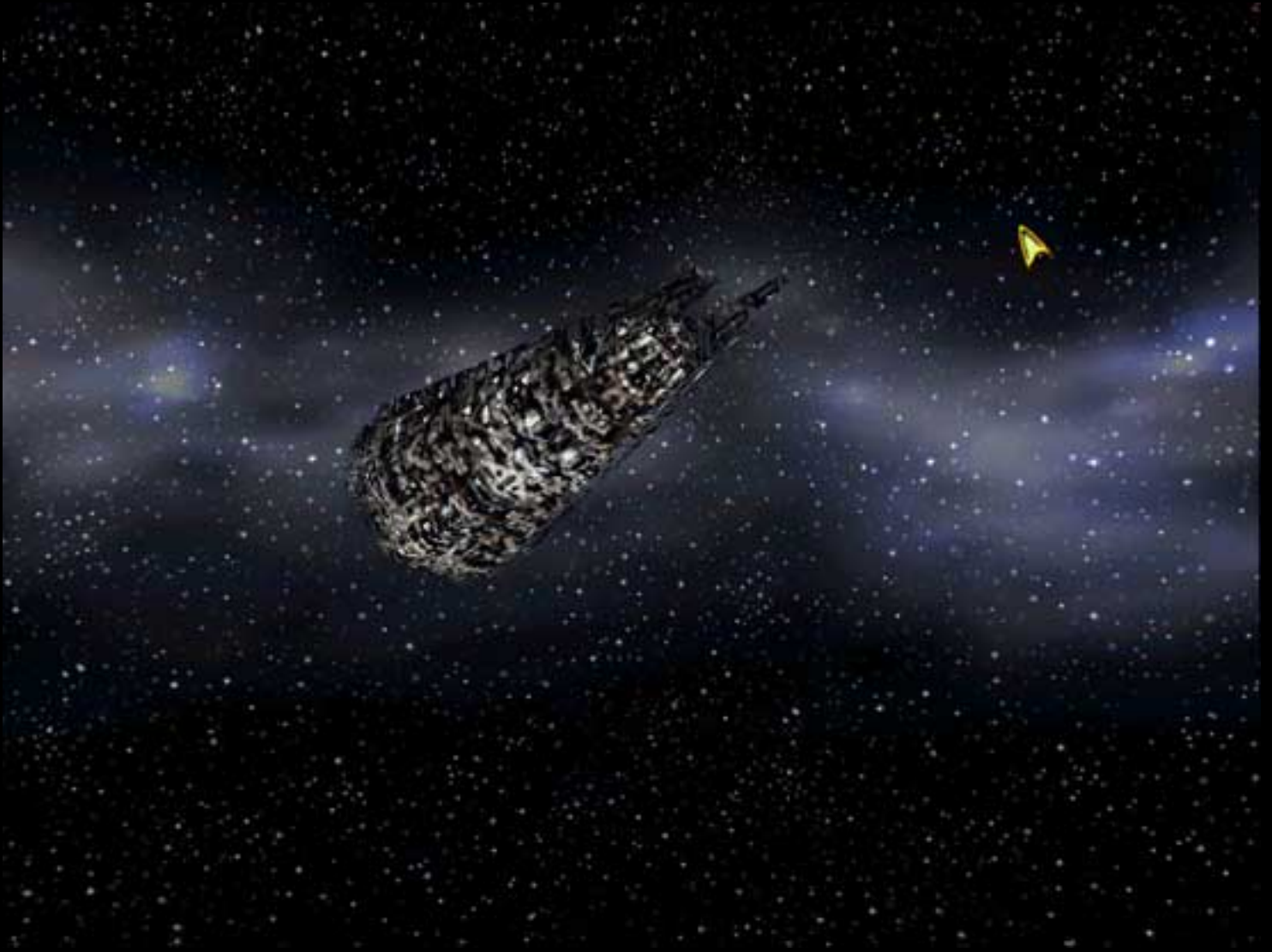
DIAMOND

SHIELD REMODULATION

COMPUTER OVERRIDE

NANITES

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STAR TREK: ARMADA SOD 3DSMax EXPORTER

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File: Armada_3dsMax.zip

Size: 124k

<Read the License and Download Now>

Instructions for Installing and Using the Armada SOD 3DSMax Exporter:

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Read the enclosed document describing the use of the Armada SOD 3DSMax Exporter.

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File: SOD FAQ Sample.zip

Size: 126 kb

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Instructions for Installing and Using the SOD Utilities:

Download and unzip the Armada SOD FAQ & Sample.zip.

Read the enclosed FAQ document describing the use of the Sample SOD.

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File: Armada ODF files.zip

Size: 338k

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Instructions for Installing and Using the ODF files:

Download and unzip the Armada ODF files.zip.

Modify the stats of the relevant ODF files you wish to change and place the new files into the Addon folder in the Armada directory.

Important Note: If you add any files to the Addon folder you will NOT be able to play multiplayer with anyone who does not have identical copies of these files

Welcome to the Star Trek: Armada ODF files

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File: Armada Storm3D SOD Utilities.zip

Size: 476 kb

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DOWNLOADS

The latest version of Star Trek Armada is version 1.2. You can download the patch now, which will update your game from version 1.0 or 1.1 to 1.2.

[Star Trek Armada version 1.2 patch](#)
File name: [Armada_Patch_1_2.EXE](#)
File size: 3.71 mb

You can now download the Star Trek Armada demo. It's currently being hosted by FilePlanet and can be downloaded from the link below.

[Star Trek Armada Demo](#)
File name: [Armada_Demo.exe](#)
File size: 73.2 mb

The Manual that accompanies the released version of Star Trek Armada is now available for download. To view the manual, you'll need to download Adobe's Acrobat from the link provided below:

[Star Trek Armada Manual](#)
File name: Armada.pdf
File size: 1.63 mb

[Adobe Acrobat](#)
(required to view the Armada.pdf file)

Now Available for download, the Star Trek Armada intro movie. To view the movie, you will also need to download the Bink video player called RAD Video Tools.

Star Trek Armada Intro Movie
File name: STIntro.bik
File size: 44.5 mb

Star Trek's Michael Dorn narrates a series of promotional pieces that each depict an aspect of the game using actual in game footage. Several formats are available to meet your needs.

Promo #1
File size: 1.38 mb
File name: STAmovie1
Promo #1 (Zip file)
File Size: 1.27 mb
Promo #1 (AVI)
(Best viewed: 640x480 full screen)
File Size: 10.7 mb

Promo #2
File size: 1.60 mb
File name: STAmovie2
Promo #2 (Zip file)
File Size: 1.53 mb
Promo #2 (AVI)
(Best viewed: 640x480 full screen)
File Size: 12.1 mb

< Downloading Tip: If you have trouble viewing the movies from their current location, click the link above, right click on the "If the download does not start within the next five seconds, click <this link>" link, then choose Save Target As. >

Tools:

Here you will be able to locate several tools which will help you in creating custom multiplayer maps or other mods.

Armada Map Editor
File size: 96 kb
File name: Armada Mapeditor.zip
Sod Utilities
File size: 480 kb
File name: Armada Storm3D SOD Utilities.zip
Sod Exporter
File size: 124 kb
File name: Armada Storm3D SOD Utilities.zip

SOD FAQ
File size: 128 kb
File name: SOD FAQ Sample.zip
ODF Files
File size: 352 kb
File name: Armada ODF files.zip

Wallpapers:

BORG:

[1024x768](#)

[800x600](#)

[640x480](#)

FEDERATION:

[1024x768](#)

[800x600](#)

[640x480](#)

KLINGON:

[1024x768](#)

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[640x480](#)

ROMULAN:

[1024x768](#)

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STAR TREK® ARMADA

official player's manual

Prelude

Stardate: 53550.0

The Dominion War is over. The three major powers of the Alpha Quadrant, once allied against a common foe, begin planning for the future. For now, an uncomfortable peace has settled in the Galaxy.

On Federation planets across the galaxy, the process of recovery has begun. The USS Enterprise-E, commanded by Captain Jean-Luc Picard, is assigned to re-establish Federation support in some of the more devastated systems of the Quadrant.

On the Klingon Homeworld of Qo'nos, the population grows restless for battle. Newly appointed Chancellor Martok works closely with Federation Ambassador Worf on efforts to restore the Empire to its former state of glory.

On Romulus, the Romulan Senate and its intelligence division, the Tal Shiar, conspire to tip the balance of power to their favor. Admiral Sela begins secret negotiations with unseen allies near the Klingon border.

And on the fringe of explored space, massive, metallic shapes move silently through the area, leaving a trail of destruction in their wake. Around them are the whispers of millions of minds working as one. The Borg have returned.

Main Shell Screen

The main shell screen acts as the gateway into Star Trek: Armada single and multiplayer play. Clicking in any one of the four quadrants allows the player to choose between the options.

**Clicking refers to clicking with the left mouse button. However this can be switched to the right mouse button via Windows.

Single Player

To play single player, click on the upper left quadrant of the Main Shell Screen. This takes the player to the Single Player Menu. Here the player can choose between the Federation, Klingon, Romulan, and Borg campaigns. Once these campaigns are complete the Finale Mission campaign icon will appear in the center of the screen. Although the Federation, Klingon, Romulan and Borg campaigns can all be accessed at any time, it is suggested that the player complete the campaigns in order. (Federation, Klingon, Romulan, Borg and then Finale missions.)

To begin, click on Jean-Luc Picard's image. This will commence the Federation campaign. A sub-menu will appear listing the Federation missions. Once a Federation mission is completed, the next mission will become accessible.

To Load a Saved Game from the shell, Click on the load option on the Single Player Menu. Click on the game you wish to load and then click the **LOAD** button. To load a game from within a mission hit CTRL - X or click on the Menu button on the interface to go to the Options Menu. From the Options Menu, click on Load to go to the Load Game Screen. Click on the game you wish to load and then click the **LOAD** button.

In-game Cineractives

Each mission begins with an "In-game Cineractive." These communicate the mission's objectives to the player in cinematic form.

Mouse Selection

Your mouse can perform almost every action in Star Trek: Armada. The mouse can be configured two different ways to play Star Trek: Armada: (see Options Screen p. 94)

Configuration 1: Left click to select and right click to give default orders. (Default Configuration)

Configuration 2: Left click to give orders and select. Right click to de-select.

Mission Objectives Pop-Up

Once the In-game Cineractive is complete, a dialog box will appear in the center of the game screen to restate the mission objectives. Simply click on the box and it will disappear. To access the Mission Objectives during the mission press CTRL - M.

Shroud and Fog of War

Unexplored regions of the map appear as a solid gray shroud on both the mini-map and main display window. Explored regions that are no longer in the line-of-sight of any of your ships or buildings become covered with a Fog of War. The terrain and ships/buildings within this fogged area appear as they last appeared to a friendly ship/building. The view updates when a ship/building comes back within your line-of-sight.

Save/Load

To save a game during game play hit CTRL - X or click on the Menu button on the interface and select the Options Menu. From the Options Menu, click on **Save**, which will display the Save Game Screen. Click on an open slot to save a new game or click on a filled slot to replace a previously saved game. Type in a description of the saved game or accept the default description (which is the Mission Title and a Time Stamp.)

note: Players cannot save Instant Action Games

Interface

Tool Tips

If a player moves the mouse over any interface element a tool tip box will appear to explain that portion of the interface. If the cursor remains over the same element for a longer period, an extended tool-tip will appear, giving the player more information on the topic.

Mini Map
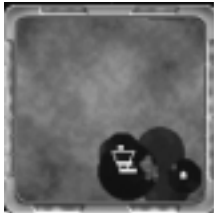
(Located at the bottom left of the interface.) The mini map will display the entire game board in a small window. It will show where the player has been as well as what they can currently see. Any space objects that are permanent game fixtures will also be displayed once they are seen. The same holds true for enemy space stations and buildings; however the display will only show their last known position. All ships which are currently in line-of-sight will also be displayed. All ships and stations are represented by their team color. The mini map will also show areas of the map which the player cannot currently see (i.e. fog) as well as areas they've never been to (i.e. shroud).

Ship Display

Labels: shields, engines, shield strength, ship wireframe, class, ship name, current crew/full crew, officers, life support, sensors, weapons, special weapon energy

Display text: DEFIANT CLASS, Hone, CREW 50/50, OFFICERS 3
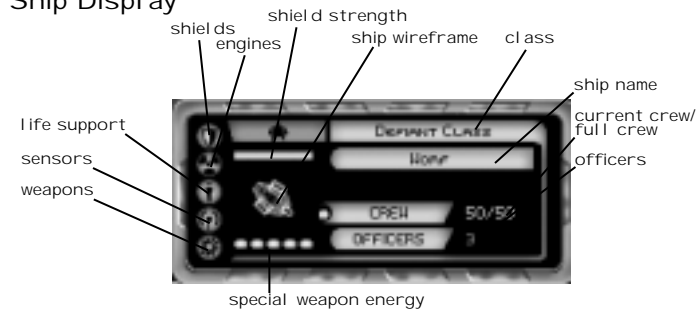
(Located to the right of the mini map on the interface.) When one ship is selected on the main screen its vital statistics appear on the ship display. The five icons listed vertically on the left side of the ship display show the 5 ship systems. From top to bottom they are: Shields, Engines, Life Support, Sensors and Weapons. Any damage not directly absorbed by shields can damage these systems. Move the Mouse over a system to show the percentage remaining to repair on a damaged system. The more crew available on a ship, the faster it will repair. The green dot to the left of the crew means that the crew is functioning optimally. However, if the crew goes below a certain percentage (this depends on the specific race) the dot turns yellow indicating that the crew's functionality has been compromised. When the crew percentage drops even further, the dot becomes red and the ship's crew will perform ship functions at a modified rate. If a system completely fails, the ship will lose the use of that system (i.e. if life support fails the crew will begin to die off).

When one ship is selected a wire frame model of it will appear in the ship display. (If multiple ships are selected, multiple models will appear.) Damage is shown on these models: healthy (white), temporarily disabled (yellow), or extremely damaged (red).

Just above the wire frame model of the ship is a bar that indicates shield strength. A full bar means shields are at full. Shield strength is also shown in

the main game screen by the color of the shields. Green is at full strength, yellow damaged, and red extremely damaged.

Just below the wire frame model of the ship is a bar that indicates special weapon energy. Most ships in the game possess at least one special weapon that relies on a set amount of special energy to operate.

Speed Rail

(Located above the Ship Display on the interface.) The speed rail is used to activate special weapons and to transport in combat. The Construction Ship's tractor beam can also be accessed from the speed rail. When several ships of the same race are selected, all of their special weapon icons appear on the speed rail making them easier to use in combat. However the Science Ships must be selected individually in order to see its four special weapons.

Cinematic Window

(Located to the right of the ship display.) The cinematic window visually shows events that are occurring in other parts of the map. To go to that event, simply click once on the cinematic window. If the player double clicks on the cinematic window the main view changes to cinematic action. This view is only recommended for small battles, since larger battles are easier to manage from a farther perspective. To switch back to normal RTS view, hit the "Z" key.

Menu/Comm Buttons

The two buttons directly above the Cinematic Window are the Comm and Menu buttons. Clicking on the menu button (or hitting Ctrl - X) triggers the Options Menu. This menu includes choices such as "Restate Objectives", "Save/Load Game", "Graphics/Sound/Game Settings", as well as "Abort Mission".

The Comm button (for Multiplayer only) allows a player to ally with other players, control who the player can chat with in a multiplayer game and transfer units, dilithium, or crew to allied team members.

Command Menu

(Located on the far right of the Interface.) The different command buttons are available to ships and structures. These buttons include Move, Attack, Stop, Build and Orders. Clicking on the Orders icon (The middle icon in the button menu) triggers a sub-menu. The buttons on this menu are explained in the "Ship Orders" section of this document. (see below)

Ship Orders

Orders Menu

 All ships have an Orders button. When clicked, the player has access to the orders button menu. The following buttons are present:

Green Alert:

 This sets a unit into Condition Green. A unit on Green Alert will flee if fired upon by an enemy craft. It will not engage or pursue.

Yellow Alert:

This sets a unit into Yellow Alert. This level will require that a craft only fires on an enemy if it (or its neighbors) are fired upon. It will pursue this craft within a small definable radius of its center point, then disengage and return to its point of contact.

Red Alert:

(default status)- This sets a unit into Red Alert. This level will make a craft fire on any enemy craft it sees. It will pursue this craft within a small definable radius of its center point. (Note: if vessel is cloaked, the default will go to yellow alert.)

Note: Alert status mainly affects ships not engaged in other activities. (I.e. if a freighter is mining Dilithium it will continue to mine when attacked regardless of alert status. However if it is not engaged in an activity it will act according to its alert status.)

Stand Down:

This order will cause a ship to come to a full stop and avoid targeting any enemy ship until a new command is received, even if it is taking fire.

Repair:

This order will cause a ship to proceed to the nearest friendly repair bay and get repaired and recrewed. Must have repair bay (shipyard) to use this function.

Guard:

Guard is an object-based command that orders a ship to assemble into flight groups and assigns the guarded object as the center point of those groups. Hence, the ships move to and take up positions around the guarded object (ship, asteroid, star base, etc...). In addition, the Guard command will set the alert status of the guarding vessel(s) to attack any enemy vessel which it sees and

at the same time remain (rubber-band) within a certain distance from the guarded object.

Patrol:

Ships ordered to Patrol will move back and forth from their designated patrol points. Ships in this mode will fire at visible enemies, and continue to attack them as long as they are within the radius of their patrol path. To set a ship to patrol an area, select the ship, then select the Patrol button (or hit the "P" key). You will get a "patrol" cursor. Select the end point of the patrol. The ship will now go back and forth from its current location to the point selected. For more complicated patrol paths, hold down the TAB key and set multiple patrol points.

Scout:

A ship assigned to Scout will begin to explore its current area in a slowly expanding radius. When in scout mode, a ship will flee from combat as soon as it spots an enemy ship or structure. To order a ship to scout, select the ship, then select the Scout button (or hit the "S" key).

Search and Destroy:

Ships commanded to Search and Destroy will follow a search pattern similar to scouting (see Scout), but will engage in any enemy it sees and will pursue that enemy. To select a ship to search and destroy, select the ship, then click the Search and Destroy button. (or hit the "D" key).

Decommission:

Issuing the Decommission command will cause a ship to proceed to a repair bay and will start to be disassembled. The player will be re-credited with dilithium and officers from the ship, as well as any remaining crew on the ship. Stations will Decommission without moving to a repair bay, starting to disassemble as soon as the command is given.

Back:

Takes the player Back to the main button menu.

Rearranging Interface Elements

The interface in Star Trek: Armada can be reorganized to suit individual player preferences. To move pieces of the interface, hold the ALT key down, click on an element of the interface and drag it to its new location. If you move an interface piece close to another piece, it will snap into place, adjacent to another piece.

If an interface is rearranged it will be saved when you go on to another mission. To restore the interface to its default configuration press Ctrl – F9. To restore the interface to the arrangement present at the beginning of a mission press Alt – F9.

Resources

(Located in the upper right corner of the screen.) From left to right the resources are: Officers, Crew Pool, and Dilithium Account.

Officers:

Restricts the total number of ships and stations a player can build. Each ship or station uses a set number of officers. For instance a Defiant class ship needs three officers to operate. The officer limit can be raised by building another Starbase, or by upgrading an existing Starbase using the "Officers upgrade" button.

Crew:

(located in the upper right corner of the screen) Each ship and most stations require a set number of crew members from a player's crew pool in order to be built. Crew filters into your crew pool at a steady rate by possessing a Starbase. The rate a player accumulates crew is based on the number of Starbases built. If a player does not possess a Starbase, they receive no additional crew. Starbases near planets accumulate crew at a faster rate. Once an order to build a unit is given, the crew required for that object is taken from your crew pool. Canceling construction of a unit replaces the crew for that unit back into that player's crew pool. Decommissioning a ship or station transfers the remaining crew from that unit back into a player's crew pool.

Dilithium:

This resource is necessary to build ships and stations. Once an order to build a unit is given, the dilithium required for that object is taken from your dilithium account (located in the upper right corner of the screen). Canceling construction of a unit replaces the dilithium for that unit back into that player's dilithium account. Decommissioning a ship or station replaces dilithium back into a player's dilithium account.

To collect Dilithium, a Mining Station needs to be built. (Preferably near a Dilithium Moon.) Once built, a freighter will mine dilithium from the nearest Dilithium moon. More freighters can be built to increase the rate at which a team acquires Dilithium. Only one freighter can mine a moon at the same time, although one may mine a moon while the other is returning their load to a mining station.

Ships and Special Weapons

Building ships and controlling special weapons is essential for victory in Star Trek: Armada. Below is a list of each race's fleet, as well as what ship possesses what special weapon.

Most special weapons require a set amount of energy to operate. These special weapons are built at the Research and Science Stations. Once built, a pod representing the special weapon appears on the station. However, if the enemy destroys the pod, your fleet loses access to that special weapon.

Special Weapons operate in two ways. Most special weapons work simply by clicking on the special weapon icon located in the speed rail. A few special weapons require a target, be it a location or another object, to fire at. For these weapons, the player not only needs to click on the special weapon icon, but also at the target of the weapon.

The United Federation of Planets

The United Federation of Planets is an interstellar alliance of planetary governments and colonies established in 2161. There are over 150 members of the Federation and their territory spreads across 8,000 light years. The UFP is governed by the Federation Council, composed of representatives from the various planets and located in the city of San Franciso. The agency responsible for all deep space exploration, scientific research, and military actions for the Federation is known as Starfleet. Starfleet provides security and defense for all the colonies of the Federation through its vast fleet of starships. The flagship of the Federation, and the pride of Starfleet is the USS Enterprise-E, commanded by Captain Jean-Luc Picard.

The Federation Fleet

Dilithium Freighter

The Federation Dilithium Freighter is outfitted with a reinforced hull, capable of carrying large amounts of unprocessed dilithium. The drain of energy required to carry their heavy payload limits the freighter's speed. Freighters have no weapons, although their heavy shielding allows them to withstand considerable damage in combat.

Construction Ship

The Federation Construction ship is loaded with a team of Worker Bees in its cargo bay. When constructing a station, these one-man engineering shuttlecraft are deployed from the Construction vessel. While the construction ship transports the raw materials, the worker bees assemble the areas with wielding lasers. Construction vessels are not armed with weapons, although they are equipped with a Tractor Beam allowing them to tow derelicts and ships with disabled engines.

Venture-class scout

The Venture is one of the newest additions to Starfleet's Armada, with production beginning in 2374. It is a lightly armored, highly maneuverable scout vessel capable of deep space as well as atmospheric flight. The Venture-class ship has limited space, restricting a large crew compliment. This vessel is primarily designed for reconnaissance and short-range exploration. It is equipped with a forward firing pulse phaser, should it need to engage in combat.

Special Weapon
Tachyon Detection Grid – Venture-class ships can have their sensor arrays modified to use a Tachyon Detection Grid, allowing them to detect cloaked ships within their sensor range.

Defiant-class

Initially designed as an escort vessel, the Defiant-class began development in 2366 with the explicit intent of defending the Federation against the Borg. Since their initial production run, the Defiant has quickly filled the ranks of the Federation fleet and is now one of its most abundant starships. Each Defiant is outfitted with two forward-firing pulse phasers fitted onto their bow, allowing them to unleash a barrage of firepower at any opponent they face.

Special Weapon
Anti-Matter Mines - The Defiant-class can be modified to carry a payload of Anti-Matter Mines. These mines lie still in space until they detect the warp signatures of a nearby enemy ship, causing them to hone in on their target and detonate.

Steamrunner-class

The Steamrunner-class began production in 2371 after Starfleet realized it needed to develop a new way to defend against the larger, disposable Jem Ha'dar fleets. As a result, the Steamrunner is armed with long range Tri-Cobalt Torpedoes. These torpedoes can be fired from long range and cause massive explosions that damage everything within range. As a consequence for the tremendous energy it takes to fire its weapons, the Steamrunner tends to be slower and have less shielding than its counterparts, making it an easy target if engaged at close range.

Special Weapon
Engine Overload – The Steamrunner-class can be outfitted with an Engine Overload weapon. This blast disables the engines of multiple enemy ships, allowing them to use their long range torpedoes on immobile targets or escape from an incoming attack.

Akira-class

The Akira was put in production in 2370 to provide offensive strength and support to Starfleet's Armada. The Akira has since become an invaluable asset to Starfleet, first by helping repel the Borg offensive of 2373, and later in the Dominion War. Its extensive shielding, maneuverability, and powerful phasers banks make it useful in both offensive and defensive situations.

Special Weapon
Chain Reaction Pulsar - The Akira can be refit to carry a Chain Reaction Pulsar. This devastating weapon draws power from its initial target, then moves to the closest enemy target, drawing even more energy from it. The weapon continues to grow in power until it unleashes its accumulated force on its final target.

Nebula-class

Designed originally for scientific research and exploration, the Nebula-class starships have been refitted for combat since the Dominion War. With an extensive array of multi-purpose weaponry and new technology at its disposal, the Nebula is a great compliment to the Federation fleet. In addition to the Nebula's phaser banks, it can be outfitted with four special weapons researched at the Federation Science Facility.

Special Weapons
Shield Disruptor – This weapon was based on technology adapted from the Breen shield dampening weapon. It disables the shields of a group of enemy ships for a short time, allowing enemy fire to damage the hull and systems directly.

Gemini Effect – The Gemini Effect was created as a result of Dr. Paul Manheim's temporal research in 2364. The Effect creates a temporal disturbance in the Space Time Continuum, allowing two of the same ships to exist simultaneously in different locations.

Point Defense Phaser – The initial concept for this weapon goes back as far as the late twentieth century, with the Strategic Defense Initiative. Perfected in 2374, the PDP destroys incoming weapons before they can do any damage.

Engineering Team – Each Nebula-class can be assigned teams of Starfleet Engineers. These miracle workers can be transported onto other allied ships, temporarly increasing their repair rate and shield recharge rate.

Sovereign-class

The Sovereign is the Federation's most advanced starship. It also serves as the flagship of their armada. The Sovereign's powerful shields, cutting edge weaponry, and advanced technology allow it to defend the Federation and her allies from threats of any kind. The Sovereign is armed with powerful phasers and quantum torpedoes.

Special Weapon
Corbomite Reflector – Originally used as a bluff by Captain James T. Kirk, the fictitious Corbomite Reflector became a reality in 2363 when a long retired Engineer submitted plans for the device to Chief Engineer Geordi LaForge. Sovereign-class vessels

have since been modified to accommodate a Reflector, which enables it to redirect enemy fire back at its opponents.

Klingon Empire

The Klingon Empire was founded on the planet of Qo'nos, over 1,500 years ago, by Kahless the Unforgettable. Klingons are a humanoid warrior civilization bound by pride, tradition, and honor. Their violent and aggressive nature has made them an interstellar power to be respected. Each chapter of the Empire's existence has been wrought through war and violence, then scrawled upon the pages of history with the blood of the dishonored. The Klingon Empire's ruling body has fluctuated between an Emperor or the Klingon High Council throughout its history. The current Klingon Chancellor is Martok, who elected the title after Worf, Son of Mogh, killed the previous Chancellor in a duel.

Klingon Fleet

Dilithium Freighter

The Klingon Dilithium Freighter uses its Mining Beam to transport Dilithium from moons to its cargo bays, then unloads the unprocessed ore at the Dilithium Refinery. The Klingon freighter is armed with only a mining beam, and has no offensive capability. Captaining a Klingon Freighter is considered a great dishonor, usually reserved for the old or dying.

Construction Ship

The Klingon Construction ship is loaded with a team of Workers in its cargo bay. When constructing a station, these one-man shuttlecraft are deployed from the Construction vessel. While the construction ship transports the raw materials, the workers assemble the areas with wielding lasers. The Construction vessel has no offensive weapons, although it is equipped with a Tractor Beam, allowing it to tow derelicts and ships with disabled engines.

NuQ'Duj-class

The NuQ'Duj is a fast and mobile fighter used primarily for scouting and patrolling the Neutral Zone. It is both a blessing and a curse for a Klingon officer to command. These scouts are only equipped with one forward firing disruptor cannon, preventing its captain from gaining much honor in battle. However, most of these scout ships are destroyed in combat, and dying in battle is a great honor for a Klingon.

Special Weapon

Tachyon Detection Grid – NuQ'Duj class ships can have their sensor arrays modified to use a Tachyon Detection Grid, allowing them to detect cloaked ships within their sensor range.

B'rel-class (Bird of Prey)

The B'rel class, more commonly known as the Klingon Bird of Prey, has been in service for the Empire for over eighty years. Once the workhorse of the Empire, new technology and weaponry has reduced the Bird of Prey to a supporting role in the Klingon Fleet. The B'rel class is armed with two forward firing disruptor cannons, as well as a cloaking device. This allows the destroyer to be useful for reconnaissance as well as surprise attacks.

Special Weapon

Gravity Mines - The B'rel can be equipped with Gravity Mines, which slow the enemy's movement, allowing the larger ships of the fleet to hunt down the enemy.

SuQ'jagh-class

The SuQ' jagh Assault vessel, created during the last Klingon Expansion campaign, was originally designed for planetary assaults. It role has since been modified to accommodate ship-to-ship combat, focusing on boarding and taking over enemy vessels. The SuQ'jagh is armed with multiple photon torpedo launchers and is crewed with the bravest close-quarter warriors in the Empire.

Special Weapon
Commando Team – The SuQ'jagh can be modified to launch pods of Commando Teams onto enemy ships. These pods are capable of penetrating enemy shields, allowing a squad of Klingons to board and attack an enemy ship from the inside.

Vor'cha-class
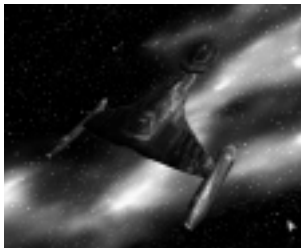
This Klingon cruiser compliments the Klingon Imperial Fleet with both its formidable phasers and cloaking capability. For the past fifty years the Vor'cha has steadily replaced the Bird of Prey as the most abundant ship in the Defense Force. The Vor'cha continues to be an essential part of the Klingon fleet, used for missions that require stealth or offensive strength.

Special Weapon
Poleron Torpedo – The Poleron torpedo was modified from Dominion technology with the help of Federation Engineers. The Vor'cha can be upgraded with Poleron Torpedoes that can pierce through the shields of an enemy and directly damage the hull and ships' systems.

Fek'lhr-class

The Fek'lhr was named after the mythical Klingon beast and guardian of Gre'thor, the Klingon after-life for the dishonored. The Fek'lhr is armed with phasers, but can be additionally outfitted with powerful weapons allowing it to unleash waves of destruction on its enemies. The weaponry on the Fek'lhr is so unpredictable that a separate facility is necessary to contain its equipment.

Special Weapon
Death Chant - The chilling battle cry echoing in the halls of a ship stirs the blood of even the weakest Klingon. Hearing the Death Chant increases the rate of fire and crew effectiveness of all friendly ships within range.

Repulsion wave - The original prototype for the Shockwave, this weapon propels a ship in a direction, damaging it and destroying its engines.

Ion Storm: After multiple failed attempts, Klingon scientists were able to contain and recreate the deadly Ionic nebulas from deep space. This torpedo deploys an area effect cloud which damages any ship in its radius.

Energy Dissipator – The Fek'lhr is most effective when its opponents cannot fire back. This special weapon drains the energy off multiple enemy targets, rendering their special weapons useless.

Negh'Var-class

The Negh'Var is the flagship of the Klingon Defense Force, as well as the most powerful ship in the fleet. Its massive phasers, photon torpedo launchers, powerful shields, and large crew compliment are used to defend the borders of the the Klingon Empire against any foe. There are few ships in the galaxy that can withstand the combined force of a fleet of Negh'Vars.

Special Weapon
Ion Cannon – One of Chancellor Martok's first acts as ruler of the Klingon Empire was to allow every Negh'Var to be outfitted with a Ion Cannon. The Ion cannon fires a single, powerful blast of ionized energy that decimates an enemy target.

Jach'eng-class

The Jach'eng, built out of the Shockwave Facility, is crewed with the bravest and most loyal warriors in the fleet. Officers assigned duty on a Jach'eng are listed as Killed in Action, as the vessel departs from the shipyard. They do not ever intend to come back. Captaining a Jach'eng-class vessel is considered one of the highest honors a Klingon warrior can achieve.

Special Weapon
Shockwave - When the Jach'eng detonates its only weapon, the Shockwave, it creates an expanding wave of destruction that moves out in a direction, damaging everything in its path. The resulting explosion also tears apart the hull of the fragile ship from the inside, killing the entire crew in the process. This is the most powerful weapon of the Klingon fleet, and one of the most destructive forces in the known galaxy.

The Romulan Star Empire

The Romulans are an offshoot of the Vulcan people who left the planet over 2000 years ago to relocate on the twin planets of Romulus and Remus. This exodus was in rebellion against the dogmatic Vulcan philosophy of logic and pacifism prevalent in Vulcan society at the time. The governing body of the Romulan Empire is the Romulan Senate, and their leader is known as the Praetor. The Romulans are a passionate and aggressive people known for their stealth and cunning in combat. They have a large military presence in the Alpha Quadrant, and have been involved in wars with both the United Federation of Planets and the Klingon Empire in the past.

The Romulan Fleet

Dilithium Freighter

The Romulan Dilithium Freighter mines resources from Dilithium moons and transports it to Mining stations. The Freighters are rigged with a special Mining beam, allowing them to transport the ore directly into its cargo bays. Though Freighters have no weapons, their heavy shielding allows them to withstand considerable damage in combat.
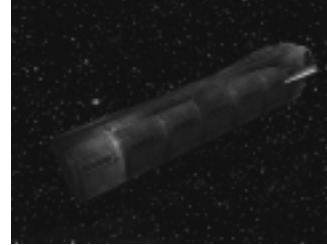
Construction Ship

The Romulan Construction ship is loaded with a team of Workers in its cargo bay. When constructing a station, these one-man engineering shuttlecraft are deployed from the Construction vessel. While the construction ship transports the raw materials, the worker bees assemble the areas with wielding lasers. Construction vessels are also equipped with a Towing Beam, allowing them to tow derelicts and vessels with their engines disabled.

Talon-class

The Talon was designed to be the eyes and ears of the Romulan Armada. Its superior speed and maneuverability allows it to recon an area of space before the fleet moves in. This ship is armed with a single forward firing plasma cannon. Talon-class vessels are also equipped with cloaking devices, allowing them to move through space undetected.

Special Weapon
Tachyon Detection Grid – Talon-class vessels can be upgraded to use a Tachyon Detection grid. This modification to their sensor array allows them to detect other cloaked ships within their sensor range.
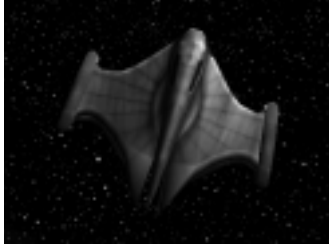
Shrike-class

The Shrike class is a favorite of the Tal Shiar, the Romulan Intelligence Agency, for its stealth and speed. It also is outfitted with a cloaking device, allowing Tal Shiar operatives to conduct covert operations in unsanctioned areas of space. Shrike class vessels are equipped with two forward firing plasma cannons.

Special Weapon
Romulan Spy - The Shrike can be modified to accommodate a Romulan Spy on board. The Shrike has been specially designed with unique transporters, allowing it to transfer the Romulan Spy onto enemy vessels without lowering its shields or decloaking. If successfully transported onto an enemy ship, the Romulan Spy accesses the enemy's sensors, giving the player line-of-sight on a targeted enemy ship or station. If the Romulan Spy is able to get on board an enemy Starbase, it can access that opponent's entire communications network, allowing full line-of-sight on all enemy vessels and stations.

Raptor-class
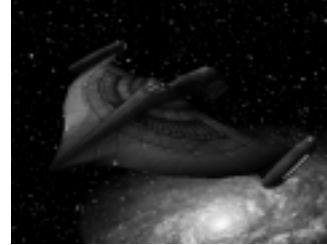
The Raptor is equipped with the same Tri-Cobalt torpedoes as the Federation Steamrunner cruiser. Starfleet is still unsure how the Romulans were able to duplicate the technology, but it is suspected that Romulan Tal Shiar operatives infiltrated Starfleet Corps of Engineers and stole the plans for the weapon. The Raptor is also equipped with a cloaking device, allowing it to move unseen through enemy territory before unloading its barrage of torpedoes.

Special Weapon
Myotronic Inhibitor – To prevent the Raptor from being destroyed before it can unleash its attack, all Raptors can be outfitted with a Myotronic Inhibitor. This torpedo temporarily disables the weapons system on an enemy vessel, rendering them ineffective in combat.

Griffin-class
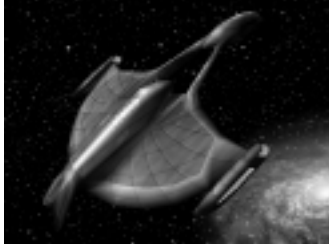
The Griffin was designed to compliment the Romulan fleet by confusing and disabling the enemy. Its reinforced shielding and ample crew allow it to be a formidable opponent in combat. All Griffons are armed with powerful phasers, as well as cloaking devices.

Special Weapon

Sensor Jammer - Griffins can also be outfitted with a Sensor Jammer. The Sensor jammer unleashes a sub-space wave disabling all enemy ships' sensors in its wake.

Shadow-class

The Tal Shiar, having need of a vessel more suited for their covert operations, assembled the greatest military scientists in the Star Empire. The culmination of their efforts resulted in the Shadow-class. The technology on board the Shadow is extremely classified, so much so that even members of the Romulan Senate are not "officially" aware of its existence. The Shadow comes equipped with phasers, but can also be refitted with four experimental technologies.

Special Weapons

Holo-emitter: The Shadow is equipped with a unique deflector dish able to project holograms. When out-fitted with a Holo-emitter, the projection manipulates enemy sensors by reversing their warp signatures and appearance. To opponents, all their ships appear as enemy vessels. This causes affected ships to inadver-tently target their allies.

Psychonic Blast: The Shadow's deflector dish can also be rigged to emit a sub-space blast of radiation known as the Psychonic Blast. This causes an enemy's crew to temporarily go insane, killing members of their own crew.

Energy-Shield Converter: A modification to the Inversion beam, this Converter redistributes the Shadow's energy into shield energy, then transfers it to an allied ship.

Phase Cloak: Development of this technology began as early as 2367, but was not completed until recently. The Shadow is the first of its kind to carry a functional Interphase Generator. When activated, the Generator phases the ship's molecular structure, allowing it to move unseen through physical objects.

Warbird-class

The Romulan Warbird, designated the D'deridex class, is a massive spaceship and the flagship of the Romulan Fleet. The Warbird is equipped with a cloaking device, as well as plasma torpedoes and phasers. The combination of offensive strength, manueverablity, and stealth make the Warbird a deadly predator and an invaluable asset to the Romulan fleet.

Special Weapon
Shield Inversion Beam – The Warbird can be modified to fire a Shield Inversion Beam. This beam drains an enemy's shields directly from the ship and transfers them to the Warbird's.

Phoenix-class

The Phoenix was originally developed by the Star Empire as a last resort, should the Romulan Empire fall to invaders. Its potential effect is so devastating, it requires a special shipyard for its construction. Because of the intense burden Phoenix-class captain

must bear, the Tal Shiar has been known to use unorthodox "conditioning" techniques in their training. These techniques ensure the loyalty and commitment of Phoenix captains to the Star Empire.

Special Weapon
Rift creator – When the Phoenix activates its only weapon, it creates an expanding tear in the space-time contiuum that does massive damage to any ship or station within its range. The ship and its crew are destroyed in the resulting explosion.

Borg Collective

The Borg are a monstrously powerful civilization of enhanced humanoids with roots from the Delta Quadrant of the Galaxy. The Borg have cybernetic implants, augmenting both their technological and combat capabilities. Each Borg Drone is tied to an advanced subspace communication network, forming the Borg Collective. The Borg Collective have a shared consciousness in which the idea of the individual is a nearly meaningless concept. The Borg exhibit a high degree of intelligence and adaptability in their tactics striking fear in all other species they come across.

The Borg Fleet

Dilithium Collector

The Dilithium Collector's function in the Collective is to mine unprocessed dilithium from moons. The Collector is equipped with a Mining Beam to efficiently perform its function. The Collector does not require offensive weapons for its function.

Assembler

The Assembler's function in the Collective is to construct stations. The Assembler deploys numerous drones to efficiently complete its function. The Assembler is equipped with a Towing Beam, allowing it to tow derelicts and vessels without functioning engines. The Assembler does not require offensive weapons for its function.

Detector

The Detector's function in the Collective is to explore areas of space, evaluate their importance, and report its results to the Collective. The Detector is equipped with a forward firing energy cannon. The Detector requires a minimal crew to perform its function.

Special Weapon
Tachyon Detection Grid – The Detector can be adapted to use a Tachyon Detection grid. This modification allows the Detector to locate cloaked ships within its sensor range.

Interceptor
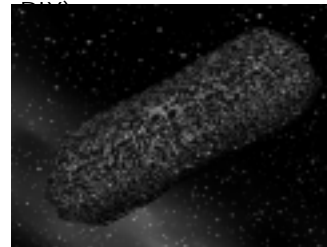
The Interceptor's function in the Collective is to identify unassimilated vessels and stations, determine their potential value, and assimilate or eliminate them based on its evaluation. The Interceptor is equipped with an energy beam.

Special Weapon

Transwarp Drive – The Interceptor can be adapted with a Transwarp Drive. This modification allows the Interceptor to instantaneously move to a location currently within line of sight of the Collective or its allies, regardless of the distance.

Assimilator
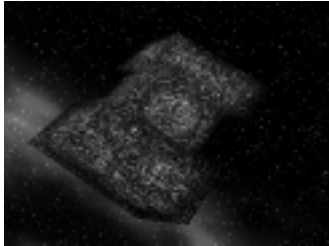
The Assimilator's function in the Collective is to assimilate or destroy all unassimilated vessels and stations. It is equipped with high yield energy torpedoes.

Special Weapon

Auto-Assimilator – The Assimilator can be adapted with an Auto-Assimilator. This beam transfers crew of an enemy ship from its target and incorporates them into the Collective on board the Assimilator.

Sphere

The Sphere's function in the Collective is to assimilate or destroy all unassimilated vessels and stations.

The Sphere is equipped with an energy beam. The Sphere requires a moderate amount of Drones to accomplish its function.

Special Weapon

Regeneration – The Sphere can be adapted to engage its Regenerative systems. Regenerating the Sphere temporarily increases Its repair rate and shield recharge rate.

Diamond

The Diamond's function in the Collective is to assist the coordinated assimilation of unassimilated fleets and stations. The Diamond is equipped with an energy beam and can be adapted with distinct technologies necessary to accomplish its function.

Special Weapons

Shield Remodulation – The Diamond can be adapted to modify the shields of an allied vessel, making them temporarily impervious to attack.

Computer Override – The Diamond can be adapted to emit an override frequency to an enemy vessel, allowing the Collective to temporarily take control of it.

Nanites - The Diamond can be adapted to inject Borg Nanites into an enemy's communications system. Infecting an opponent with Nanites results in a scrambling of the enemy's computer interface.

Ultritium Burst – The Diamond can be adapted to fire a Ultritium burst at multiple enemy targets it has determined unsuitable for assimilation. The Ultritium burst severely damages all vessels it targets.

Cube

The Cube's function in the Collective is to assimilate or destroy all unassimilated vessels and stations. The Cube requires a significant amount of Drones to perform its function efficiently. The Cube is equipped with high yield energy torpedoes and energy beams.

Special Weapon
Holding Beam – The Cube can be adapted to use a Holding Beam on an enemy vessel. The Holding Beam restricts movement of an enemy vessel and transfers drones directly onto the enemy ship.

Stations of the Four Races and Their Functions

Federation Build Tree

Federation Starbase:

The Federation Starbase is the center of the Federation fleet in a sector. Once a Starbase is operational, crew begins to be transported into a player's crew pool at a steady rate. Building additional starbases or building a starbase by a planet can increase this rate. The Starbase can also be upgraded with up to six Officers Quarters, increasing the total number of the player's officer pool. The station itself can build Construction Ships and Freighters, the basic units for establishing an outpost in an area. Once a Starbase is constructed, Mining Stations, Phaser Turrets, Sensor Arrays, Ship Yards and Research Stations can be built. The Federation Starbase is armed with an array of pulse phasers for defense.

Federation Mining Station:

The Federation Mining Station is necessary for harvesting and processing Dilithium, an essential

resource in the construction of ships and stations. The facility comes with a freighter, which begins mining the nearest dilithium moon as soon as the Mining Station is operational. Once the freighter is full of dilithium, it returns to the mining station to process the dilithium. Processed dilithium is added to the player's Dilithium account, where it can be used to build stations and ships. Once a Mining Station is constructed, additional freighters can be built at the Starbase.

Federation Pulse Cannon:

The Federation Pulse Cannon is a small, unmanned defensive platform. It provides support for Federation outposts by firing pulse phasers at all enemy vessels within its range. A player must possess a Starbase in order to build a Pulse Phaser Turret.

Federation Sensor Array:

The Federation Sensor Array is an unmanned, small satellite that provides a player with line-of-sight in a radius around it. The Sensor array can be modified to use a Tachyon Detection Grid to locate cloaked ships if developed at the research station. A player must possess a Starbase in order to build a Sensor Array.

Federation Shipyard:

The Federation Shipyard has two bays, one for construction and one for repair, allowing it to construct and repair one ship at a time. The Federation shipyard can build the Venture, Defiant, Akira and Steamrunner-class ships. A player must possess a Starbase in order to build a Shipyard. Once a Shipyard is built, Quantum Torpedo Turrets can be constructed.

Federation Torpedo Turret:

The Federation Torpedo turret is a larger, unmanned defensive platform. It provides support for Federation outposts by firing quantum torpedos at all enemy vessels within its range. A player must possess a Starbase and a Shipyard in order to build a Quantum Torpedo Turret.

Federation Research Facility:

The Federation Research Facility allows the player to upgrade the Venture, Defiant, Steamrunner, Akira, and Soverign-class, each with their own special weapon. When each new ship's technology is researched, a new pod is built onto the Research Facility. Though they are attached to the Facility, each pods has its own shields and can be targeted independently from the main structure. If the Research Facility is destroyed, all pods on the facility are destroyed with it. A player must possess a Starbase in order to build a Research Facility. A Research Facility can build the following pods:

Tachyon Detection Grid – Venture-class

Antimatter Mines - Defiant-class

Engine Overload – Steamrunner-class

Chain Reaction Pulsar - Akira-class

Corbomite Reflector – Sovereign-class

Federation Advanced Shipyard:
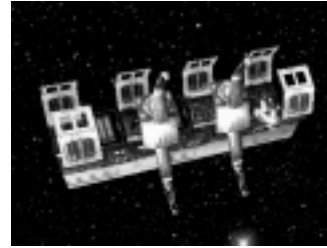
The Federation Advanced Shipyard has two bays, one for repair and one for construction, like its smaller counterpart. The Advanced Shipyard can build Sovereign and Nebula-class vessels. A player must possess a Shipyard and Research Facility in order to build an Advanced Shipyard. Once the Advanced Shipyard is constructed, the Corbomite Reflector Pod on the Research Facility can be built.

Federation Science Station:

The Federation Science Station allows the player to upgrade the Nebula-class with up to four different special weapons. When each new technology is researched, a new pod is built onto the Science Station. Though they are attached to the Station, each pod has its own shields and can be targeted independently from the main structure. If the Science Station is destroyed, all pods on the Station are destroyed with it. A player must possess a Shipyard and a Research Facility in order to build a Science Station. Nebula class can be built without science facility - only special weapons need it. The Federation Science Station can build the following pods:

Shield Disruptor

Gemini Effect

Point Defense Phaser

Engineering Team

Temporal Research Facility

Recent breakthroughs in temporal mechanics has
caused Starfleet to devote entire facilities to better
understand time and how it is affected or manipulat-
ed in the universe. These research facilities have been
able to create a Temporal Stasis Field within a con-
fined area of space. Modifications to their quantum
signatures prevent allied ships from being affected
by the stasis field. However, all enemy activity in that
area is frozen until the field destabilizes and time is
restored. Regular use of this device is still under
debate by the Federation Council, and for now has
only been granted during times of war or under
extreme circumstances.

Klingon Build Tree

Klingon Starbase:
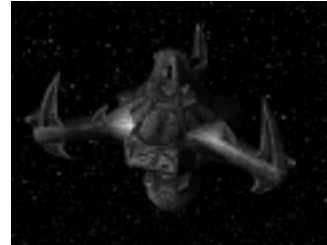
The Klingon Starbase coordinates actions for the
Klingon fleet in a sector of space. Once a Starbase is
operational, crew begins to be transported into a
player's crew pool at a steady rate. Building additional
starbases or building a starbase by a planet can
increase this rate. The Starbase can also be upgraded
with up to six Officers Barracks, increasing the total
number of the player's officer pool. The station
itself can build Construction Ships and Freighters,
the basic units for establishing an outpost in an
area. Once a Starbase is constructed, Dilithium
Refineries, Disruptor Cannons, Sensor Arrays, Ship
Yards, and Weapons Research Stations can be built.
The Klingon Starbase is armed with a large defensive
array of disruptors.

Klingon Dilithium Refinery:

The Klingon Dilithium Refinery is necessary for har-
vesting and processing Dilithium, an essential
resource in the construction of ships and stations.
The refinery comes with a freighter, which begins min-
ing the nearest dilithium moon as soon as the

Dilithium Refinery is operational. Once the freighter is full of dilithium, it returns to the refinery to process the dilithium. Processed dilithium is added to the player's Dilithium account, where it can be used to build stations and ships. Once a Refinery is constructed, additional freighters can be built at the Starbase.

Klingon Disruptor Cannon:

The Klingon Disruptor Cannon is a small, unmanned defensive platform. It provides support for Klingon outposts by firing disruptors at all enemy vessels within its range. A player must possess a Starbase in order to build a Disruptor Cannon.

Klingon Sensor Array:

The Klingon Sensor Array is an unmanned, small satellite that provides a player with line-of-sight in a radius around it. The Sensor array can be modified to use a Tachyon Detection Grid to locate cloaked ships if developed at the research station. A player must possess a Starbase in order to build a Sensor Array.

Klingon Shipyard:

The Klingon Shipyard has two bays, one for construction and one for repair, allowing it to construct and repair one ship at a time. The Klingon shipyard can build the NuQ'Duj, B'rel, Vor'cha and SuQ'Jagh-class ships. A player must possess a Starbase in order to build a Shipyard. Once a Shipyard is built, Quantum Torpedo Turrets can be constructed.

Klingon Torpedo Turret:
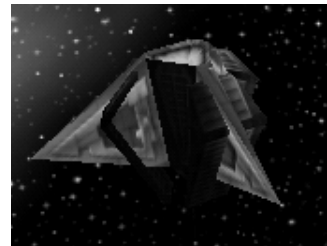
The Klingon Torpedo turret is a larger, unmanned defensive platform. It provides support for Klingon outposts by firing torpedos at all enemy vessels within its range. A player must possess a Starbase and a Shipyard in order to build a Torpedo Turret.

Klingon Weapons Center:

The Klingon Weapon Center allows the player to upgrade the NuQ'Duj, B'rel, Vor'cha, SuQ'Jagh and Negh'Var-class, each with their own special weapon. When each new ship's technology is researched, a new pod is built onto the Weapons Center. Though they are attached to the Center, each pods has its own shields and can be targeted independently from the main structure. If the Weapons Center is destroyed, all pods on the facility are destroyed with it. A player must possess a Starbase in order to build a Weapons Center. The Klingon Weapon Center can build the following pods.

Tachyon Detection Grid – NuQ'Duj-class

Gravity Mines - B'rel-class

Commando Team – SuQ'jagh-class

Poleron Torpedo – Vor'cha-class

Ion Cannon – Negh'var-class

Klingon Imperial Shipyard:

The Klingon Imperial Shipyard has two bays, one for repair and one for construction, like its smaller counterpart. The Imperial Shipyard can build Negh'Var and Fek'Ihr-class vessels. A player must possess a Shipyard and Weapons Research Facility in order to build an Imperial Shipyard.

Klingon Gre'thor Armory:

The Gre'Thor Armory allows the player to upgrade the Fek'Ihr-class ship with up to four devastating new technologies. When each new technology is developed, a new pod is built onto the Gre'Thor Armory. Though they are attached to the Armory, each pod has its own shields and can be targeted independently from the main structure. If the Armory is destroyed, all pods on the facility are destroyed with it. A player must possess a Shipyard and a Weapons Research Facility in order to build a Gre'Thor Armory. Once an Armory is constructed, Fek'Ihr class vessels can be built. The Klingon Gre'thor armory can build the following pods:

Death Chant

Repulsion Wave

Ion Storm

Energy Dissipator

Shockwave Station

This large Station is designed to produce the deadly Jach'eng-class ships (see SHIPS p.33). Jach'eng-class vessels are armed with a Shockwave device, a weapon that creates an expanding wave of destruction that moves out in a direction, damaging everything in its path. The resulting explosion also tears apart the hull of the fragile ship from the inside, killing the entire crew in the process. A player must possess a Gre'Thor Armory and Imperial Shipyard in order to build a Shockwave Station. Once a Shockwave Station is constructed, Jach'eng ships can be built.

Romulan Build Tree

Romulan Starbase:

The Romulan Starbase monitors all activity for the Romulan fleet in a sector of space. Once a Starbase is operational, crew begins to be transported into a player's crew pool at a steady rate. Building additional starbases or building a starbase by a planet can increase this rate. The Starbase can also be upgraded with up to six Centurion Quarters, increasing the total number of the player's Centurion pool. The station itself can build Construction Ships and Freighters, the basic units for establishing an outpost in an area. Once a Starbase is constructed, Mining Stations, Plasma Cannon, Spy Satellites, Shipyards and Research Stations can be built. The Romulan Starbase is armed with an array of disruptor pulse cannons for defense.

Romulan Mining Facility

The Romulan Mining Facility is necessary for harvesting and processing Dilithium, an essential resource in the construction of ships and stations. The facility comes with a freighter, which begins mining the nearest

dilithium moon as soon as the Mining Facility is operational. Once the freighter is full of dilithium, it returns to the mining Facility to process the dilithium. Processed dilithium is added to the player's Dilithium account, where it can be used to build stations and ships. Once a Mining Facility is constructed, additional freighters can be built at the Starbase.
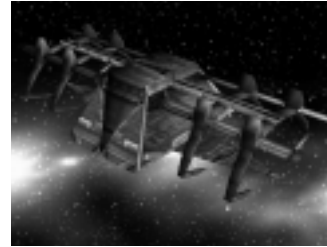
Romulan Plasma Cannon:

The Plasma Cannon is a small, unmanned defensive platform. It provides support for Romulan outposts by firing cannons at all enemy vessels within its range. A player must possess a Starbase in order to build a Plasma Cannon.

Romulan Spy Satellite:

The Romulan Spy Satellite is an unmanned, small satellite that provides a player with line-of-sight in a radius around it. The satellite can be modified to use a Tachyon Detection Grid to locate cloaked ships if developed at the research station. A player must possess a Starbase in order to build a Spy Satellite.

Romulan Shipyard:

The Romulan Shipyard has two bays, one for construction and one for repair, allowing it to construct and repair one ship at a time. The Romulan shipyard can build the Talon, Shrike, Griffon and Raptor-class ships. A player must possess a Starbase in order to build a Shipyard. Once a Shipyard is built, Plasma Torpedo Turrets can be constructed.

Romulan Torpedo Turret:

The Romulan Torpedo turret is a larger, unmanned defensive platform. It provides support for Romulan outposts by firing plasma torpedoes at all enemy vessels within its range. A player must possess a Starbase and a Shipyard in order to build a Torpedo Turret.

Romulan Covert Ops. Facility:

The Romulan Covert Ops. Facility allows the player to upgrade the Talon, Shrike, Raptor, Griffin and Warbird-class, each with their own special weapon. When each new ship's technology is researched, a new pod is built onto the Ops. Facility. Though they are attached to the Facility, each pods has its own shields and can be targeted independently from the main structure. If the Research Facility is destroyed, all pods on the facility are destroyed with it. A player must possess a Starbase in order to build a Covert Ops. Facility. The Romulan Covert Ops. Facility can build the following pods:

Tachyon Detection Grid – Talon-class

Romulan Spy - Shrike-class

Myotronic Inhibitor – Raptor-class

Sensor Jammer - Griffin-class

Shield Inversion Beam – Warbird class

Romulan Advanced Shipyard:

The Romulan Advanced Shipyard has two bays, one for repair and one for construction, like its smaller counterpart. The Advanced Shipyard can build Warbird and Shadow Class vessels. A player must possess a Shipyard and Covert Research Facility in order to build an Advanced Shipyard.

Romulan Tal Shiar Facility:

The Tal Shiar, a secret Romulan Intelligence Agency have created a facility to modify the Shadow-class with up to four different classified special weapons. When each new technology is researched, a new pod is built onto the Facility. Though they are attached to the Facility, each pods has its own shields and can be targeted independently from the main structure. If the Tal Shiar Facility is destroyed, all pods on the facility are destroyed with it. A player must possess a Shipyard and a Covert Ops. Facility in order to build a Tal Shiar Facility. Once this Facility Tech is constructed, Shadow-class vessels can be built. The Romulan Tal Shiar facility can build the following pods:

Holo-emitter

Psychonic Blast

Energy-Shield Converter

Phase Cloak

Phoenix Facility

The Phoenix facility constructs the Phoenix-class vessel (see SHIPS p.40). The Phoenix is armed with a Spacial Rift Creator, a weapon that creates an expanding tear in the space-time continuum doing massive damage to any ship or station within its range. The ship and its crew are destroyed in the resulting explosion. A player must possess an Advanced Shipyard and Tal Shair Facility in order to build a Phoenix Facility. Once a Phoenix Facility is operational, Phoenix-class vessels can be built.

Borg Build Tree

Borg Nexus:
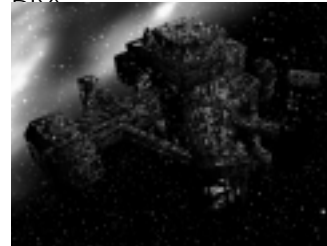
The Borg Nexus is the communications network for the Collective in a sector. Once a Nexus is operational, drones begin to be transported into a player's drone pool at a steady rate. Building additional Nexus or building a Nexus by a planet can increase this rate. The Nexus can also be modified with up to six additional Power Nodes, increasing the total number of the player's control nodes. The Nexus itself can build Assemblers and Collectors, the basic units for establishing an outpost in an area. Once a Nexus is constructed, Processing Nodes, Energy Cannons, Detection Arrays, Assembly Matrix and Borg Modification Center can be built. The Borg Nexus is armed with an array of energy cannons for defense.

Borg Processing Node:

The Borg Processing Node is necessary for harvesting and processing Dilithium, an essential resource in the construction of ships and stations. This Node comes with a Collector, which begins mining the nearest dilithium moon as soon as the Processing Node is

operational. Once the Collector is full of dilithium, it returns to the Processing Node to process the dilithium. Processed dilithium is added to the player's Dilithium account, where it can be used to build stations and ships. Once a Processing Node is constructed, additional collectors can be built at the Nexus.

Borg Energy Cannon:

The Borg Energy Cannon is a small, unmanned defensive platform. It provides support for the Collective by firing energy blasts at all enemy vessels within its range. A player must possess a Nexus in order to build an Energy Cannon.

Borg Detection Array:

The Borg Detection Array is an unmanned, small satellite that provides a player with line-of-sight in a radius around it. The Sensor array can be modified to use a Tachyon Detection Grid to locate cloaked ships if developed at the Technology Node. A player must possess a Nexus in order to build a Detection Array.

Borg Assembly Matrix:
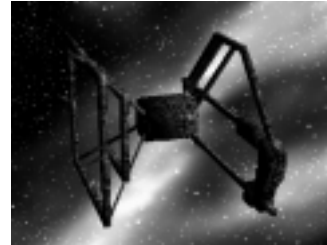
The Borg Assembly Matrix has two bays, one for construction and one for repair, allowing it to construct and repair one ship at a time. The Assembly Matrix can build the Detector, Interceptor, Sphere and Assimilator-class ships. A player must possess a Nexus in order to build an Assembly Matrix. Once an Assembly Martix is operational, Energy Torpedo Turrets can be constructed.

Borg Torpedo Turret:

The Borg Torpedo turret is a larger, unmanned defensive platform. It provides support for Borg installations by firing energy torpedos at all enemy vessels within its range. A player must possess a Nexus and an Assembly Matrix in order to build an Torpedo Turret.

Borg Modification Center

The Modification Center allows the player to modify the Detector, Interceptor, Sphere, Assimilator, and Cube-class ships, each with their own special weapon. When each new ship's technology is researched, a new pod is built onto the Modification Center. Though they are attached to the Modification Center, each pod has its own shields and can be targeted independently from the main structure. If the Modification Center is destroyed, all pods on the facility are destroyed with it. A player must possess a Nexus in order to build a Modification Center.

Tachyon Detection Grid – Detector

Transwarp Drive – Interceptor

Auto-Assimilator – Assimilator

Regeneration – Sphere

Holding Beam – Cube

Borg Advanced Assembly Matrix:

The Borg Advanced Assembly Matrix has two bays, one for repair and one for construction, like its smaller counterpart. The Advanced Assembly Matrix can build Cube and Diamond-class ships. A player must possess an Assembly Matrix and Modification Center in order to build a Borg Advanced Assembly Matrix. Once the Advanced Assembly Matrix is constructed, the Holding Beam Pod on the Modification Center can be built.

Borg Technology Node:

The Borg Technology Node allows the player to modify the Diamond with up to four distinct special weapons. When each new technology is acquired, a new pod is built onto the Technology Node. Though they are attached to the Node, each pods has its own shields and can be targeted independently from the main structure. If the Technology Node is destroyed, all pods on the facility are destroyed with it. A player must possess an Assembly Matrix and a Modification Center in order to build a Technology Node. Once a Technology Node is constructed, Diamonds can be built.

Shield Remodulation

Computer Override

Nanites

Ultritium Burst

Transwarp Gate

The Transwarp Gate allows the Collective to open a Transwarp Conduit from the Gate's origin to another location. Any number of vessel can travel either way through the conduit while it is open. The tremendous energy required to maintain the conduit prevents it from being open permenantly. A player must possess an Advanced Assembly Matrix and a Technology Node in order to construct a Transwarp Gate.

Transporting Crew

Star Trek: Armada allows the player to transport crew from ship to ship. The purpose for transporting from one friendly ship to another is to bolster the complement of crew on a ship where most of the crew has been killed. This will allow the ship to repair and fire faster. The player can also transport crew to derelict ships in order to gain control of an unmanned ship.

Once the shields have been lowered on an enemy ship, a player can transport crew onto that ship. A boarding party on an enemy ship will engage in combat with that ship's crew. Each race has its own proficiency in doing this with the Borg and Klingons being the best and the Romulans being the worst. Once the enemy ship's crew reaches zero, the player's crew will take control of the ship.

Map Objects

The game field may be populated by many different types of objects. These will include well known astrological phenomena, as well as some unique to the Star Trek Universe.

Dilithium Moons
These Large floating rocks are the main source of resources for the player. Each moon is capable of being mined by freighters for Dilithium crystals. Blue Dilithium moons have a fixed amount of dilithium. As the moon is mined it will reduce in size and lose its blue glow as the Dilithium supply is exhausted. Purple moons provide an unlimited supply of Dilithium.

Nebulae

These gaseous areas of space may be used by the player for strategic purposes depending on the type of Nebula. There are five types of nebulae, each of which affect ships differently. Each type may be identified by its color or some other visual effect.
The five nebulae types are:

Metrion Nebula (red)

These dangerous Nebula shoot out volatile electric currents and slow the movement of ships. The reddish Metreon break down ships shields at a steady rate, then begin damaging systems when shields are down.

Radioactive Nebula (yellow)

Any star ship captain knows to steer clear of the yellowish Radioactive nebula. These nebula will kills off the crew at a steady rate, regardless of ship status.

Metaphasic Nebula (green)

Entrance into a Metaphasic Nebula will remove all the negative effects that an enemy's special weapon may have caused to a player's ship. The Metaphasic's healing properties also increase shield recharge rate.

Cerulean Nebula (blue)

The light blue Cerulean Nebula is a haven from enemy threats. Shields do not work in Cerulean nebulas, and all weapons, special or otherwise are non-functional. Cloaking is also disabled within the confines of a Cerulean nebula.

Mutara Nebula (purple)

The Mutara nebula, recognizable by its purplish, silver hue and sparking electricity slows down any ship within it. The Mutara also disables shields and sensors.

Asteroid Belts

Rocks of various sizes that prevent movement of star ships. There are two types of asteroid belts, stationary ones and moving belts.
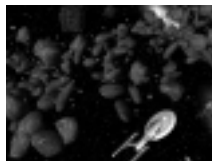
Black Holes

Gravity wells that pull in disabled ships that fall within its gravity. Ships will only be affected by this if their engines are disabled.

Wormholes

A gateway that allows a starship to instantaneously travel from one fixed point to another. When a ship is directed into a wormhole, the wormhole and its connecting partner opens.
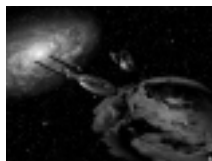
Planets

If a Starbase is built close to a planet, it will receive crew at a faster rate than otherwise.
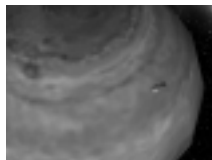
Placing Buildings on the Map

A player can only place a building on the map in certain locations. If a building can be placed onto the map at a given location, the ghost of the building will appear with a green square around it. However, if a building cannot be placed at a given location the ghost of the building will with a red square around it. If a blue square appears around a building a bonus is associated with it. For example building a starbase close to a planet increases the crew accrual rate.

Keyboard Commands

Hot Keys and Grouping Units	
Global Keys	Function
Control F1	Minimize/Restore Minimap
Control F2	Minimize/Restore Ship Display
Control F3	Minimize/Restore Speed Rail
Control F4	Minimize/Restore Cinematic Window
Control F5	Minimize/Restore Button Menu
Control F6	Minimize/Restore Comm Menu (Multiplayer Only)
Control F7	Minimize/Restore Resource Display
Alt F1 – F7	Minimize/Restore the above interface elements without autohide
Alt–(Drag interface element)	Move interface element to desired location
Control - F9 Configuration	Restores interface to Default
Alt – F9	Restores interface to arrangement at the beginning of the mission
Enter	Chat message box.
Control X	Switch to main menu and pause game.
G	Grid toggle.
Pause	Pause the game.
0-9	Deselect current units and select units in the numbered group.
Shift 0-9	Deselect current units and select units in the numbered group. AND Center Screen on current group
Control 0-9#	Bind a unit to a group, one unit can be bound to more than one group.

Alt 0-9#	Bind a unit to a group, removes units from other groups that it is currently bound to.
E	Select All on Screen
N	Select next unit (Red Alert)
Control - M	Objectives Box toggle
Control – Alt-Z	Save screenshot.
Shift 0-9	Will center on the selected group
Control	Holding control down when you have a group of ships selected makes all the ships move at the speed of the slowest ship.

Camera Key	Function
Arrow Pad	Scroll camera.
H	Center on Primary Starbase (i.e. first one)
Keypad / and *	Rotate camera around the point of focus.
Keypad + and -	Control zoom level of the camera.
Space	Toggle between last game message position and current position of camera.
Z	Switch between Strategic Play and Cinematic Play
Space	Change camera position in Cinematic play
Alt - left Click	Changes the focus in Cinematic Mode

Unit Selected	Function
A	Attack
S	Stop
M	Move
O	Orders
R	Repair and Recrew
B	Build
T	Transport
Tab	Hold while left clicking locations to set a path composed of way points, then release to finish the path.
D	Harvest Dilithium
F1-F6	Special Weapon 1-6
Shift-S	Stand Down
F-5	Cloak
F-5	Fire Klingon Shockwave (Superweapon ship only)
F-5	Fire Romulan Rift (Superweapon ship only)

Building Selected	Function
A	Attack
B	Build (including pods)
T	Transport
O	Orders
R	Recrew
S	Stop

Shift-T	Special Transport
P	Set Rally Point
U	Officer Upgrade (Starbase only)
F-5	Open Transwarp Gate (Borg Superweapon building only)
F-5	Stop time (Federation Superweapon building only)

Order Screen Selected	Function
Shift-G	Green Alert
Shift-Y	Yellow Alert
Shift-R	Red Alert
U	Guard
Shift-S	Stand Down
P	Patrol
R	Repair
S	Scout
D	Search and Destroy
Shift-D	Decommission
B	Back

Starbase and Nexus Build Screen Selected	Function
C	Construction Ship (Assembler)

F	Dilithium Freighter (Collector)
Shift-C	Cancel
B	Back

Federation Shipyard Build Screen Selected	Function
V	Venture-class Scout
D	Defiant-class Destroyer
S	Steamrunner-class Torpedo Cruiser
A	Akira-class Phaser Cruiser
B	Back
Shift-C	Cancel

Klingon Shipyard Build Screen Selected	Function
D	NuQ'Duj-class Scout
P	Bird of Prey (B'rel-class) Destroyer
V	Vor'cha-class Cruiser
S	SuQ'Jagh-class Assault Ship
B	Back
Shift-C	Cancel

Romulan Shipyard Build Screen Selected	Function
L	Talon-class Scout
S	Shrike-class Destroyer
R	Raptor-class Cruiser
F	Griffin-class Phaser Cruiser
B	Back
Shift-C	Cancel

Borg Assembly Matrix Build Screen Selected	Function
D	Detector
I	Interceptor
A	Assimilator
S	Sphere
B	Back
Shift-C	Cancel

Federation Advanced Shipyard Build Screen Selected	Function
S	Sovereign-class Battleship
L	Nebula-class Research Ship
B	Back
Shift-C	Cancel

Klingon Imperial Shipyard Build Screen Selected	Function
V	Negh'Var-class Battleship
F	Fek'Lhr-class Science Ship
B	Back
Shift-C	Cancel

Romulan Advanced Shipyard Build Screen Selected	Function
W	Warbird-class Battleship
S	Shadow-class Infiltration Ship
B	Back
Shift-C	Cancel

Borg Advanced Assembly Matrix Build Screen Selected	Function
C	Cube
D	Diamond
B	Back
Shift-C	Cancel

Federation Research Facility Build Screen Selected	Function
A	Anti-matter Mines
C	Chain Reaction Pulsar
O	Engine Overload
R	Corbomite Reflector
D	Tachyon Grid
B	Back
Shift-C	Cancel

Romulan Covert-Ops Facility Build Screen Selected	Function
S	Romulan Spy
J	Sensor Jammer
M	Myotronic Inhibitor
I	Shield Inversion Beam
D	Tachyon Detection Grid
B	Back
Shift-C	Cancel

Klingon Weapons Center Build Screen Selected	Function
P	Poleron Torpedo
O	Klingon Commando Team
M	Gravity Mines
C	Ion Cannon
D	Tachyon Detection Grid
B	Back
Shift-C	Cancel

Borg Modification Center Build Screen Selected	Function
W	Transwarp Drive
L	Holding Beam
R	Regeneration
A	Auto-Assimilating Bore
D	Tachyon Detection Grid
B	Back
Shift-C	Cancel

Federation Science Station Build Screen Selected	Function
M	Gemini Effect
S	Shield Disruptor
R	Engineering Team
P	Point Defense Phaser
B	Back
Shift-C	Cancel

Klingon Gre'thor Armory Build Screen Selected	Function
I	Ion Storm
D	Death Chant
S	Energy Dissipator
R	Repulsion Wave
B	Back
Shift-C	Cancel

Romulan Tal Shiar Facility Build Screen Selected	Function
L	Holo-emitter
P	Psychonic Blast
S	Shield Projector
C	Phase Cloak

B	Back
Shift-C	Cancel

Borg Technology Node Build Screen Selected	Function
A	Nanites
C	Computer Override
U	Ultritium Burst
R	Shield Remodulation
B	Back
Shift-C	Cancel

Federation Construction Ship Build Screen Selected	Function
S	Starbase
D	Dilithium Mining Station
Y	Shipyard
V	Advanced Shipyard
R	Research Facility
C	Science Station
P	Pulse Cannon
U	Torpedo Turret
M	Temporal Research Facility
A	Sensor Array

B	Back
Shift-C	Cancel

Klingon Construction Ship Build Screen Selected	Function
S	Starbase
D	Dilithium Refinery
Y	Shipyard
V	Imperial Shipyard
R	Weapons Center
C	Gre'thor Armory
P	Disruptor Cannon
U	Torpedo Turret
I	Shockwave Station
A	Sensor Array
B	Back
Shift-C	Cancel

Romulan Construction Ship Build Screen Selected	Function
S	Starbase
D	Dilithium Mining Facility
Y	Shipyard
V	Advanced Shipyard
R	Covert-ops Facility
C	Tal Shiar Facility
P	Plasma Cannon
U	Torpedo Turret
X	Phoenix Facility
A	Spy Satellite
B	Back
Shift-C	Cancel

Borg Construction Ship Build Screen Selected	Function
S	Nexus
D	Processing Node
Y	Assembly Matrix
V	Advanced Assembly Matrix
R	Modification Center
C	Technology Node
P	Energy Cannon

U	Torpedo Turret
W	Transwarp Gate
A	Detection Array
B	Back
Shift-C	Cancel

Multiplayer/Instant Action

Multiplayer Connection Screen

From the main shell screen (shown above) a player can enter multiplayer by clicking in the upper right multiplayer quadrant. From there a screen appears letting the player pick which mode of multiplayer they wish to participate in. (Shown below.)
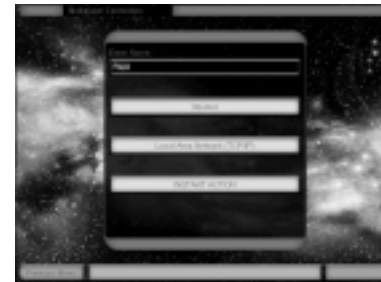
This screen also prompts the player to enter a screen name, which acts as the player's alias throughout each multiplayer experience. There are three modes in multiplayer: Internet, Local Area Network (TCP/IP), and Instant Action. Once a screen name and mode of play are chosen, the player moves to either the WON Login screen (when choosing Internet), the Game Creation and Joining screen (for Local area network play), or directly to the game Setup screen (if selecting instant action).

 WON Login Screen

Star Trek: Armada supports Internet play exclusively through the World Opponent Network (WON). If playing an Internet game, the player goes directly from the main multi-player shell screen to the WON Login Screen. Here, the player is asked to input a name and password. This password can be saved for future sessions by checking the Save Password box. Currently registered WON players may use their existing account info to log in. New players not yet registered with WON must click on the Create New Profile button to create, free of charge, a new WON account. The player must input Name, Password and (optional) E-mail address to create an account. Once an account is created click on the Log In button to go to the Game Creation and Joining screen.

From this screen the player may also jump to the Armada web page hosted on WON by selecting the WON button in the lower-right corner. An active connection to the Internet is required to use this feature.

Creating and Joining a Game:
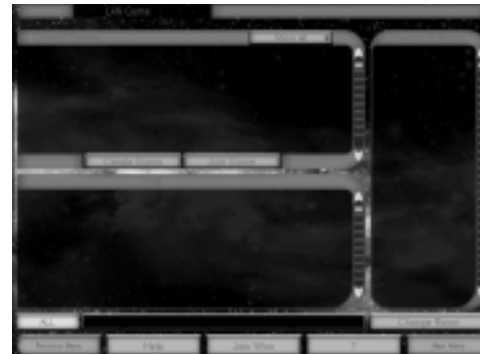
From the Game Creation and Joining screen (shown above) a player can either create a new game or join an existing game. If playing an Internet game via WON, the player may also create or join new rooms using the Change Rooms button. The player can also direct chat to other players in the room by using the All/Private button in the lower-left corner of the screen. While playing via WON you can also see what players are in the room you are currently in and choose to ignore them by right clicking over their name and choosing "Ignore." The Game Creation and Joining screen will show a list of games that can be joined including the game's name, how many players are in the game, the game's ping time, and the map being played. It will also display if the game is locked or password-protected, the quality of the connection to the game, if the game has already launched and whether a ping filter has been enabled.

Multiplayer Set-up Screen:

Once a player either creates or joins a game they go to the Multiplayer Setup screen. Many of the options on this screen allow the game's creator to change the game parameters before entering into a multiplayer game. If a player has joined the game, that player can change only race, start location, alliances, team and color.

Host Options

Select Map:
Allows the host select which map the game will take place on.

Map Placement:
Allows the host to choose between random start locations or fixed placement. If the start location is random no one gets to see the start locations until the game begins.

Show Start Locations:
Shows the start locations for all, only allies, available or none.

Mini Map:
The host can choose to reveal the Mini Map to all players before the game.

Shroud/Fog:
Toggles both the Shroud and Fog on/off.

Normal Game Type:
Head to head or normal. Head to Head mode limits the game to two players only.

Max Players:
The host can cap the number of players allowed into a game.

Ping Filter:
Allows the host to prevent people with high pings from joining a game.

Game Locked/Unlock:
The host can choose to prevent or allow other players to join the game.

Dilithium:
Sets the player's starting Dilithium from the choices on the pull down menu.

Crew:
Sets the player's starting crew.

Officers:
Caps the officer limit in a game.

Standard Units:
Set the starting units of a game to three modes. Standard (Starbase, and two construction ships), Minimal (1 Construction Ship), Map (defaults to map settings), and Superside, (one construction ship of each race.)

Tech Level:
Allows the Tech Tree to be set to different levels. This allows the host to exclude certain ships and buildings from the game.

Teams:
Allows the host to choose between alliances and teams. Icons will represent allies and enemies. Allies will have a handshake icon next to them and enemies an explosion icon.

Give Units On/Off:
The host can decide whether players have the ability to transfer units and Dilithium to other players during the game.

Infinite Moons:
If this option is toggled all Dilithium moons on the map have an infinite supply.

Ferengi:
The host can decide whether Ferengi can steal derelict ships and tow them off the playing board.

Director's Cut:
Toggles the play mode from normal play mode to Director's Cut. (See Options Screens – Game Settings for explanation of the Director's Cut feature p.94.)

Option Screens

Game Settings

Allows the player to change specific game settings. The choices are as follows:

Game Difficulty
Game difficulty can be changed from the Default medium, to easy or hard.

Game Speed
Game speed can be increased or decreased based on player preference. note: Increasing the game's speed may increase the difficulty of some missions.

Mouse Scroll Speed
Mouse scroll speed can be increased or decreased based on player preference.

Keyboard Scroll Speed
Keyboard scroll speed can be increased or decreased based on player preference.

Mouse Button Interface
The player can choose between the two mouse button interfaces

Configuration 1: (Default) Left click to select and right click to give orders.
Configuration 2: Left click to give orders and select. Right click to de-select.

Mouse Camera Control
The player can toggle use of camera control via the mouse on/off.

Director's Cut
The player can turn the Director's Cut on/off. With Director's Cut off the ships remain stationary during combat making selections easier. With Director's Cut on, the ships will dogfight during combat.

Graphic Settings
The graphic Settings Screen allows the user to optimize the look and performance of the game based on the video card in their system. The following options are broken down into display settings and performance settings:

Display Settings
The player can choose between the following display settings:

Display Mode
Displays the current game resolution and allows the resolution to be changed to the following modes: 640 x 480, 800 x 600, 1024 x 768 and 1600 x 1200. These modes are available in both 16 and 32 bit color settings.

Display Driver
Shows the current Display Driver installed on the players computer and allows the player to change drivers between primary and secondary cards. (If the user has a secondary card installed.)

Performance Settings
The player can choose between the following performance settings:

Cinematic Window
Turns the Cinematic Window off to optimize performance on lower-end machines.

Graphics Detail
A sliding bar which raises and lowers the graphics detail to optimize performance on lower-end machines and get the best look out of a high end machine.

Use Alternate Font
If onscreen text is difficult to read, toggle this option to activate alternate font.

Note: To play in the software only "safe mode", run "Star Trek Armada safe mode" from the start menu.

Sound Settings

This options menu adjusts the in-game sound settings. The following options are available:

Music Volume
Raises and lowers effects volume.

Effects Volume
Raises and lowers music volume.

Voice Volume
Raises and lowers voice volume.

Sound Channels
Allows the user to change the number of sound channels.

Stereo Sound
Toggles stereo sound on/off.

Unit Speech
Toggles unit speech on/off.

Alert Audio
Toggles alert audio on/off.

Minimum System Requirements

Hardware Accelerated 3D Mode
• 200 MHz Pentium® processor or equivalent
• 100% DirectX 7® compliant 3D accelerator card and drivers*

Software Emulated 3D Mode
• 266 MHz Pentium II® processor or equivalent

Required for both Accelerated and Emulated 3D Modes
• US English language Windows® 95/98 operating system
• 32 MB of RAM (64 MB Recommended)
• 600 MB of uncompressed free hard drive space (fat 32*) – 530 MB for the game, plus 70 MB for the Windows swap file
• A 100% Windows 95/98 compatible computer system including:
  o DirectX7 (included)
  o 100% DirectX 7 compliant true 16 bit sound card and drivers
  o 100% DirectX 7 compliant 4 MB 2D-capable video card and drivers
  o 100% Windows 95/98 compatible mouse or trackball and drivers
  o 100% Windows 95/98 compatible quad speed (600 K/sec sustained transfer rate) CD-ROM drive and drivers

Required for Multiplayer Mode
• Internet (TCP/IP) and LAN (TCP/IP) play supported
• Internet play requires a 100% Windows 95/98 compatible 28.8 Kbps (or faster) modem and drivers
• LAN play (and high-speed Internet play over DSL and cable modems) requires a 100% Windows 95/98 compatible network interface card and drivers.

* 3D ACCELERATOR CARD RECOMMENDED

*Please refer to "tech help" on the Star Trek: Armada CD-Rom for more information

A 100% DirectX 7 or higher compliant 3D video card and driver with z-buffering capability is strongly recommended. Star Trek: Armada uses Microsoft's® Direct 3D® to support 3D hardware acceleration. It has been tested on many, but not all of the major cards incorporating the chipsets listed below. Some 3D accelerator card brands utilizing the chipsets whose names appear on this box may not be fully compatible with the 3D acceleration features utilized by Star Trek: Armada. For a list of cards and drivers that have been tested, please visit http://www.activision.com.

Supported Chipsets for Windows 95/98**
• 3DFx Voodoo Rush
• 3DFx Voodoo
• 3DFx Voodoo 2
• 3DFx Voodoo 3
• 3DFx Banshee
• ATI Rage 128
• Matrox G200
• Matrox G400
• S3 Savage 4
• nVidia RIVA TNT
• nVidia RIVA TNT2
• nVidia GeForce

** Some, but not all of the cards with the chipsets listed above have been tested on Windows® 2000. For Windows 2000 3D Support, please refer to your hardware manufacturer for 100% Windows 2000 DirectX 7 compliant Direct 3D drivers.

Installing Star Trek: Armada

How to Install

1. Before installing, close all other applications. Also make sure Virtual Memory is on (located in your System Control Panel). Verify that you have 650 MB of free hard drive space.

2. Insert the Star Trek: Armada CD into your CD-ROM drive and wait a few moments until the Star Trek: Armada title screen appears. (If the title screen does not appear, please refer to AutoPlay in the Troubleshooting section.)

3. On the title screen click the Install button to begin the installation process and then follow the on-screen instructions.

After Star Trek: Armada setup is complete; your computer will install the Microsoft DirectX 7 drivers if you do not already have them. When DirectX 7 installation is complete, you will need to restart your computer for the new drivers to take effect. For more information on DirectX 7, see page 102 of this manual.

Now you can run Star Trek: Armada by choosing Programs/Star Trek: Armada/Star Trek: Armada from the Start menu or by clicking Play on the CD title screen.

Please register your copy of Star Trek: Armada. To make it easy and fast, you can use our Electronic Registration system. There are two ways to access the system: (1) from the Star Trek: Armada title screen click on More, and then click on Electronic Registration or (2) right-click on the Star Trek: Armada CD icon and select Electronic Registration.

Title Screen Button Functions

Install – Installs the game. Once the game has been installed, this button will change to Play.

Play – If the game has already been installed to your system, click this button to play Star Trek: Armada.

Previews and Demos – Click this button to see demos of some exciting software and a preview of the Decipher Star Trek Customizable Card Game™.

Exit – Click this button to close the title screen and exit Star Trek: Armada.

Help – Click this button to view the latest technical information not found in this install guide.

Registration – Click this button to register your copy of Star Trek: Armada over the modem.

Uninstall – Click this button to remove all Star Trek: Armada files from your computer.

Links and Other Games – If you have Internet access, clicking this button will take you to several useful links.

Troubleshooting

Online Help

We have supplied a technical help file that can help you in troubleshooting problems. There are three ways to access this help file:

1. Right-click on the Star Trek: Armada CD icon and select Technical Help.

2. From the title screen, click on More then Help.

3. After installation, from the Start menu, select Programs/Star Trek: Armada/Star Trek: Armada Help.

AutoPlay

If the Star Trek: Armada title screen does not appear, try performing the following steps:

1. Double-click on the My Computer icon on your desktop or right-click on the icon and choose the Open option.

2. Select the Refresh option located in the View pull-down menu.

3. Double-click on the Star Trek: Armada CD icon in the window or right-click on the icon and choose the AutoPlay option.

4. After the Star Trek: Armada title screen appears, click on the Play/Install button. If the AutoPlay feature does not function, please check the following:

1. Make sure the CD is clean and properly placed in the CD-ROM drive.

2. Your CD-ROM driver may not be optimized for use with Windows 95/98. To verify this, perform the following steps:
   a. Open the Windows 95/98 Control Panel folder and double-click on the System icon.
   b. Click on the Performance tab. If any of your hardware drivers are not fully optimized for use with Windows 95/98, they will be listed here with an explanation of the exact problem and suggestions on how to fix it.

DirectX 7

Upon completion of the Star Trek: Armada setup, the installation process will continue by determining if Microsoft's DirectX 7 needs to be installed on your computer. If so, the appropriate files will be installed on your computer automatically.

Q. What is DirectX 7 and why do I need it?
A. Microsoft's DirectX 7 is a set of functions that gives Windows 95/98 games and other applications their power. Using these functions allows applications to perform advanced functions in networking, graphics, sound, and input beyond what's possible on other operating systems and accounts for many of the performance gains associated with Windows 95/98 games. Star Trek: Armada uses Direct3D, DirectDraw, DirectSound and DirectInput, four of the DirectX 7 functions.

Q. If I don't have DirectX 7, will Star Trek: Armada install it for me?
A. Yes. If InstallShield does not detect DirectX 7 on your computer, it will install DirectX 7 for you, if you choose. After the entire installation is complete, you will need to restart your computer in order for DirectX 7 to take effect.

Q. I already have other Windows 95/98 games installed on my computer. Will the Microsoft DirectX Installer change my DirectX files?
A. If you already have other Windows games on your computer, chances are you already have an earlier version of DirectX installed. In this case, the Microsoft installer will detect and overwrite any previous versions with DirectX 7. At that point, you will need to restart your computer for the changes to take effect.

If, however, you already have DirectX 7 installed on your computer, the Microsoft DirectX 7 installer will detect that and not overwrite any DirectX 7 files. You will not need to restart your computer after installation in order to run Star Trek: Armada.

Problems & Solutions

Intro Movie and Cinematics do not play properly
o   Make sure your system meets the minimum requirements for the program, especially your CD-ROM drive. The program requires a CD-ROM drive with a minimum sustained transfer rate of 600K/sec (a quad-speed drive).
o   You may not have enough RAM to run movies. Check to make sure you have sufficient RAM to run this product. You need at least 32 MB.

o   Too many other applications may be running. Close down other applications (especially DOS boxes or modem programs) and try again. We strongly recommend that you not run other applications while running Star Trek: Armada.

Game freezes
o   Make sure your computer has at least 32 MB of RAM.
o   Make sure you are using the latest 32-bit drivers for all your peripheral devices.

No sound, partial sound, or no voices or sound effects
o   Make sure you have a 100% DirectX 7 Windows-compatible sound card in your computer.
o   Make sure your speakers are plugged in correctly and turned on, and make sure the volume is turned up to an audible level.
o   Make sure you are using the latest 32-bit sound drivers for your sound card.
o   Make sure your audio card is properly installed and that you have the correct audio drivers installed. Check your audio card's installation and its setup parameters within Windows 95/98 to be sure all are correct. See your card's manual and your Windows 95/98 manual for details.
o   Check your settings in your Control Configuration.

Game too slow
o   Make sure you are running Star Trek: Armada on a Pentium 200 or higher system. A lower system usually will not run Armada satisfactorily.
o   Try turning off some game options in the Graphic Options screen.
o   Make sure you have no other applications running in the background.
o   Make sure your screen resolution is set as low as it can be in the Graphic Options screen.
o   The game may run faster if more RAM is available. Increasing the RAM in your system to 128 MB of RAM will make the game run faster.

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Art Director
David Dalzell

Lead Game Designer
Eric 'Giz' Gewirtz

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In special appreciation of seeing the project from beginning to end we would like to thank

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"Star Trek - Main Title" by
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Copyright (C) 1966, 1970
(Renewed 1994, 1998) Bruin
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"Klingon Battle"
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Copyright (C) 1979 Ensign
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The entire Soul Caliber team
The entire Delta Force team
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Movie Player
technology by
RAD Tools
Uses Bink Video.
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MAP EDITOR INSTRUCTIONS

The Star Trek: Armada Map Editor is released as an unsupported beta tool to allow users to create their own maps for Star Trek: Armada. As an unsupported tool the editor and any functionality relating to it may cause unforeseen issues with Armada that cannot be supported by Activision Customer Support. Please read the complete disclaimer in the Map Editor License.doc file included in the Armada Mapeditor.zip. By downloading this tool the user acknowledges the risks outlined in the Map Editor License.doc and agrees to these terms and conditions.

File: Armada Mapeditor.zip

Size: 311k

<Read the License and Download Now>

Instructions for Installing and Launching the map editor:

Download and unzip the Armada mapeditor.zip.

Place the qedit file in the Armada Root directory.

Create a shortcut to Armada.exe

Open the properties for the shortcut and add "/edit mapname.bzn" to the end of the Target line.

Example:
"C:\Program Files\Activision\Star Trek - Armada\Armada.exe" /edit johnsmap.bzn

For each map you want to edit or create you will need to modify the shortcut to reflect the appropriate map name.

Filenames should be eight characters or less plus the .bzn extension.

When you click on the shortcut Armada will launch into edit mode.

Edit Mode

While in Edit Mode you can lay down objects, ships, and stations by hitting the appropriate function key to navigate the build lists.

Use the Tab key to go back up a level in the build lists.

When over a selected object Left Click and hold to drag the unit to the desired location.

When over a selected object hold down the Ctrl key and move the mouse to adjust the height of the object.

When over a selected object hold down the right mouse button and drag to rotate the object.

When over a selected object hit the delete key to delete the object.

Double Click on a unit to modify the unit's statistics.

Hold down the shift key and use the up and down arrows to change the team number for units and buildings that are placed.

Use Ctrl-R to specify the map name, background, map size, ambient light, etc. (Note: some of the settings in this menu are overridden by the game setup screen as they were used while designing single player missions)

Use Ctrl-S to save the map in the add-on directory. (All new maps will be placed in the add-on directory by default.)

Hold Down the Alt key and click to drop a point. This is used to set player start locations. Double Click on the point to name the point Camera_1, this sets the starting position for the first player. Continue this practice for subsequent player's starting positions by incrementing the number, i.e. Camera_2 etc. Left click and hold can be used to drag the point around. The number of Camera's that are appropriately named will determine the number of players which can play on a given map.

Important Notes

When accessing a new portion of the build menu the editor will pause for a minute while it loads the textures for the relevant objects.

Remember not to over saturate your maps with objects. The more objects the slower the game will go. This is especially true of Nebulae. Use them sparingly and avoid stacking them as one Nebula is just as effective strategically as several stacked on each other.

Nebula effects of different Nebula types do stack, so it is important to remember that if you stack a nebula which lowers shields with one which damages a ship you are likely to blow up anything which enters it.

Do not adjust the height of stations as this causes serious issues with pathing.

To avoid getting the viewable trapezoid on your minimap when you save, scroll to the top right corner of the screen and zoom all the way in before saving.

When laying down wormholes remember to always lay down two of them as they work in pairs. Example: The first wormhole laid down is connected to the second wormhole laid down.

The Height of wormholes, dilithium moons and black holes is set automatically by the game so there is no point in adjusting their height.

You can adjust the map lighting by laying down a light, then double clicking on it and using the color option to set its intensity and color. You can then rotate and position the light as desired.

The only main functionality we have not described here is how to lay down moving asteroid belts. Details will be released on that soon.

Welcome to the Star Trek: Armada Map Editor

A few very important notes before you get started:

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STAR TREK
ARMADA

BORG SCOUT

BORG CRUISE 2

USS PREMONITION

USS PREMONITION

ROMULAN SCOUT

STAR TREK
ARMADA

ROMULAN SCOUT

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ACTIVISION'S *STAR TREK®: ARMADA*

REAL-TIME STRATEGY GAME GOES GOLD

Santa Monica, CA - March 17, 2000 - Activision, Inc. (Nasdaq: ATVI) announced today that **Star Trek: Armada**, the first real-time 3D strategy game set in the *Star Trek: The Next Generation*® universe, has code released. The title is rated "E" by the ESRB and will hit store shelves later this month.

In **Star Trek:** Armada war rages across the Alpha Quadrant as players command four powerful races in a strategic struggle for survival. Throughout 20 missions, players engage in dynamic ship-to-ship combat, while overseeing the construction, repair and staffing of up to 30 starships -- from battleships, cruisers, destroyers and scout ships, to cargo, transport and construction ships. Campaigns are comprised of a variety of tactical, combat and protective missions, which advance the overall story - from the eerie warnings of the Borg invasion to the ultimate Picard-Locutus showdown.

Star Trek: Armada offers a variety of single-player missions - from large battles to small escort details - and an extensive range of story-driven multiplayer options, including up-to-eight-player competitions over LAN and the Internet.

For all of the latest Star Trek news and information, visit the official Internet home of Star Trek at www. startrek.com.

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DEVELOPMENT DIARIES

The Mad Doctor's Designer's Diary (Feb. 15, 2000)
By: Dr. Ian Lane Davis

As we roll into the last month of development on Star Trek: Armada, it's easy for the programming team to see how much work lays ahead of us. But it may be just as important to see how much is behind us. Armada is a complicated game by any means: a fully 3D RTS meant to compete with the best 3D games out there and the best RTS games. We've had to break new ground in graphics, AI, networking, interface, and game core design.

To start with, Armada has a beautiful graphics engine. We started out the game using an inherited graphics engine, which let us get underway with the game development, but Steve Williams, our graphics guru, decided that to compete with other games coming out around our release date, we'd have to go an extra mile or two. The Storm3D engine was developed by working closely with the art director and trying to get that Star Trek movie look out of a PC. The engine is Direct3D compatible, and we've had to work closely with all of the card manufacturers and Microsoft in order to bring every consumer the best look possible. The end result speaks for itself.

The AI in Armada has been a team effort, with significant contributions from myself, John Hancock, Martin Martin, & Richard Myers. At a recent GDC (Game Developer's Conference), a poll was taken of game producers and they said that they spend roughly 60% of their programming budget on AI (up from less than 20% just a few years ago). While the evolution of 3D programming interfaces such as Direct3D and OpenGL has enabled the graphics wizards to focus on the high end effects, there is no such standard for AI. Each game presents a whole new open research problem. Fortunately for us, we've gone a few rounds with strategy games before (*Dark Reign*, *Dark Reign: Rise of the Shadowhand*, *Battlezone*, and *Civilization: Call To Power*), and we had some basic tools and some experienced hands to throw at the problem.

We broke the AI problem down into two main components: Tactical AI and Strategic AI, with some smaller modules on the side. John and Martin tackled the tactical AI and physics; this part is responsible for how each individual ship acts when it's on either a human or computer team. This was an enormous task. With more than 30 *different types* of ships, each of which has special weapons, with four different races controlling them (plus humans!) giving the strategic orders, the complexity of the tactical AI was enormous. The biggest challenge is that in a Star Trek game, the gamer has expectations about behavior. Klingons can't act like Romulan. The first time an AI Borg cube sucks your Akira class dry of crew, you can thank Mr. Hancock.

Richard and I tackled the strategic AI (with large doses of support from Brian Hawkins and John). One part of this is the troop allocation system. This system looks at all of the ships available to an AI team, and analyzes the known map to decide where to send the ships. On top of that is the expert system for choosing personality for the computer. We have a system of rules and scripts for setting up the highest level of AI behavior. The strategic AI controls the ebb and flow of missions as well as putting up a fight as foe or ally in multi-player. The system is designed both to allow the designers to craft each mission to have its own feel and to respond and react to the human's actions so that it feels alive like a human opponent.

Which brings us to the networking work of the infamous Mr. G, aka Gordon Moyes. Our Australian import has dedicated himself to giving us the most robust networking this side of that side, and to ensuring the overall health and well-being of the Armada engine. He's been tasked with giving great LAN and Internet play, and it's a testament to his skill that when we demo'd the game at E3 *eleven months ago*, we played it in 4 hour long multi-player games with a third computer in observer mode. The rest of the team has done everything we can to make his job tough with new features to support and the like, but he's always a step ahead of us. Now if only his promised operating system, OS G, would ship, we'd all have easier lives.

One of the surprisingly tough elements of a 3D RTS was the in-game interface. The best RTS games all have rich on-screen interfaces with troop information, and status. In a fully 3D game, though, we've had to build a GUI that works entirely with 3D sprites and polygons form the ground up. Brian has led the charge on this, and has had more seemingly impossible tasks to tackle than I care to mention. Collaborating frequently with Steve and Mr. G, Brian has managed to create a configurable RTS interface which responds like the best interfaces around and looks better than any of them.

Finally, but maybe most importantly, the game core is what makes the game into *our game*. 36 Special weapons, wormholes, boarding parties, phasers, photons, temporal anomalies, nebulae, asteroid belts, and a laundry list of other Trek-isms make this game a unique playing experience. Dale Son & Linus Chen worked their magic on the bulk of the special weapons in the game. Each special weapon required a unique graphical effect and had its own strange effect on the ships around it. Check out the Nanites for a treat! But the game core went far past the special weapons, and Brian has been working nonstop for the length of the project to make our game the best RTS out there with gobs of help from all the other coders, with John taking a large role in the closing days of the project.

So, with less than a month left, we're still busy as hell, but the accomplishments dwarf the tasks left. I've had the rare opportunity to play the game a fair amount in the last two weeks while testing AI in multi-player games, so I have some perspective on the game, and I can tell you that I can't wait to finish writing this so I can go force Matthew Nordhaus to take his Borg-ass ships out of my Federation neighborhood in a multiplayer game. Of course, the AI Klingons might just mop up the galaxy with the both of us.

Best,

Mad Doctor I

Producer Diary: How Paramount and Activision Work Together To Make a Great Game
By Marc Turndorf.

From the beginning the Paramount, Activision relationship has been a solid one. Paramount brought their vast Star Trek resources and Activision its core Real-Time Strategy production team to create the first RTS game set in the Star Trek: The Next Generation universe. From there it was just a matter of making the two pieces fit together into one awesome game.

Paramount, to assure the game would ring true to the franchise, supervised an approval process that

not only looks at the game as a whole, but also every individual asset. This was very helpful in defining each individual race visually. When the art team was creating Klingon, Romulan, Borg and Federation ships and buildings not already existing in the Star Trek universe there was a tendency to inadvertently blur the lines between Klingon and Romulan architecture.   (Not to mention squashing the Cardassian fetish our art team seemed to be partial to.) The people at Paramount were instrumental in guiding us through these changes. Paramount did a terrific job of pointing us in the right direction by suggesting and showing us examples of Klingon and Romulan architecture. Usually by the second pass both sides were happy. When the design team was writing dialog for existing Trek characters Paramount kept close watch to make sure the text stayed true to the character. However when the design team was creating new characters, Paramount gave us more room to improvise.

While every asset needed to be approved by Paramount, the production team still has had more than its share of creative freedom.   The true Trekkers on the team salivated over the opportunity to create new ships and buildings within the Star Trek gaming universe and they were not disappointed. My favorite ship created by the design/art team is the USS Premonition, a prototype Federation ship from the future who's third Nacelle gives it time travel capabilities. The Borg and Romulan sides required many more ships than were established on the television shows and movies thus the team had the chance to add to their armadas by creating new ones. Paramount was very helpful in this process by telling us where the Star Trek Universe was headed so our designs could reflect these advances.

Before Activision acquired the Star Trek franchise the Armada team was working on a design document for a RTS game set in space. We could not have been happier when we learned a Star Trek RTS was in the cards. Both Activision and Paramount were committed to making a great game, however careful attention had to be paid in balancing RTS gaming and Star Trek.

Core to the RTS grammar is the collecting of resources, thus in the game each race must mine Dilithium to build ships and stations. However in the Star Trek universe resource gathering is obsolete as Dilithium is a reusable energy source.   Another area of concern was the scale of ships and buildings. Certain concessions had to be made so that a Federation Scout Ship would appear discernable next to a Federation Sovereign class vessel. The biggest creative license had to be made in the area of build time. Star Trek cannon tells us that a Federation Sovereign class vessel takes 7 years to build. That would make for a rather drawn out game. Fortunately Paramount understood RTS games and was on board with expanding certain areas of the franchise for the betterment of the game.

While the Star Trek license and RTS gaming did not always meet eye-to-eye, in may instances they were a perfect match. The license lends itself to a wide variety of factions each with distinct weapons, ships and ideologies. With so many great races to choose from it was hard paring it down to only four.

The concept of fleets of starships battling for control of a galaxy, a concept central to many Star Trek shows and movies, is a match made in heaven with real-time strategy gaming. Commanding an armada in RTS fashion has Trekkers and hard-core RTS gamers alike counting the days until code release. The seamless conglomeration does not end there. Many RTS games rely on 'hero ships or characters' to propel story and drive missions. The Star Trek Universe is full of these and Armada uses among others, Picard, Worf, Sela, Martok, Toral and Locutus.

Special weapons, or magic attacks by mage-like creatures are found in many RTS games. Star Trek unintentionally has introduced many of these 'attacks' throughout its history. Every time an engineer decides to run the phaser banks through the transporter cells, or the warp core is overloaded through

the central computer bank new and ingenious combat tactics are created. The Armada team has taken these and created a vast array of 'special weapons' whose roots come from the Trek television shows and movies.

The Star Trek Franchise has also inspired advances in the RTS genre.   Transportation is a stable of the Star Trek franchise. This has been incorporated into Armada with great results. Players can transport crew onto enemy ships when their shields are down to take control over that ship. The success rate depends on the amount of crew on the enemy ship and your races strength in hand-to hand combat. (i.e. Klingons are much more adept at this then the Romulans.) Players can also transport crewmembers onto friendly ships to help with repairs, or transport crew to derelict ships and take control of them.

Another innovation in the RTS genre that the Armada team can thank the Star Trek franchise for is the Cinematic Window. The Cinematic Window is a small window on the user interface, which shows 'beauty' close-up shots of the action. Click on the window once to go to the action, and click on it twice to make the window full screen to play the game from a view similar to the television shows and movies. Both these features are natural fits to the RTS genre and add new dimensions to Armada's game play.

As code release approaches it is clear an RTS game set in the Star Trek universe can appeal to both hard-core RTS fans and Trekkers alike. Paramount made sure the Armada team honored the Star Trek franchise while respecting the Armada team's ability to create a compelling and impressive RTS title. The Aramda team deferred to Paramount in areas directly in the reticule of Trek cannon. Concessions had to be made by both sides, but thanks to the mantra subscribed to by all: "above all else let's make a fantastic game" the end product will be a great success.

STRATEGIES

Tester Nathan "The Corellian Knight" Yun's Strategies:

- Use Artillery Wisely

The artillery units of the Federation and Romulan army both have strengths and weaknesses. They can fire incredibly long distances, but their sensor radius is extremely limited and they are very slow. Despite the long firing range, the lack of long distance visibility forces a player to either blindly fire into the fog of war or move their ships towards the enemy until the opponent is in sensor range. This poses a great threat to your armada of steamrunner class ships as their weakness lies in close confrontations. The enemy can then also see your artillery in their sensor range and can assault your ships, which have very weak shields and can be taken out easily. Also, since artillery ships do not have close combat weapons, opening artillery fire at the now point blank range enemy would only result in massive damage on your own fleet.

The secret lies in giving the artillery units a large sensor radius so that they can attack from safe distances, often times beyond the normal sensor range of the enemy fleet. The scout ship has the largest sensor radius among the ships, about equal to the sensor radius of stationary sensor arrays. Build a scout and send it toward your fleet of artillery. Do NOT group the scout with your artillery fleet. Instead, tell the scout to GUARD your artillery group. Normally, if you group the scout with your artillery and command the group to move or attack, the scout would move much farther ahead of the artillery ships due to its speed. When you instruct your group to attack, the scout would head straight into the enemy and quickly be destroyed by your own artillery fire. By instructing a scout to guard your group of artillery, it will follow the slow moving group at the same pace, staying in close with the pack. When you instruct your artillery to open fire, not only do you have clear sensor visibility of enemy ships some 10 grids away but the scout will also continue to stay in formation and not fly directly into the line of artillery fire. The result: artillery ships that can fire long distances, and see long distances.

- Use Nebulas Wisely

Do not underestimate the importance of nebulas in Armada! Use them wisely; they work very nicely. There are countless strategies regarding how to can reverse the tide of the battle by using nebulas to your advantage. They make great war stories, like this one: On one multiplayer map, the key to victory was in the center of the map with 4 dilithium moons. The center, however, is completely enclosed by a ring of yellow nebulae, which kills your red shirt crewmembers. Early into the game when resources and tech was still low I sent a construction ship (500 crew) into the center. One of my opponents saw this and immediately sent in a fleet of scout and destroyer class ships (80 crew) to destroy my unguarded construction ship. Slow and without weapons, the construction ship reached the center only to take a pounding by these scouts. I quickly led my construction ship across the nebula ring, watching my opponent take the bait and follow. As soon as all his ships were across the nebula I went back. In his aggressive campaign to destroy my construction ship, he followed me. Each time we past the nebula, we lost crew but since the construction ship starts off with 500 crew and his Defiant-class only holds 80, I had a hidden advantage. After a few passes, my opponent's ships suddenly slowed to a sputter and began to drift. To the shock of my enemy, his ships were derelict while my construction ship was left standing! Not only was I able to build a

starbase and take hold of the resources, but I was able to capture all of his derelict ships and use them for defense against any immediate low tech scout defiant attacks.

Quality Assurance tester Alex Coleman divulges a few strategy tips:

- Always be mobile. Never put too much of your base in one spot or you can lose everything fast. The Klingon Subspace Ripple and the Romulan Phoenix can both destroy mass quantities of area in a split second. Also, keep a construction ship somewhere outside of the hot zones, that way just in case your main base is destroyed you can start a new base elsewhere. (Of course, its best to already have a small base set up elsewhere ahead of time just to be ready :)
- Recycle everything. Any ships you no longer use, or any buildings with no further use, decommission. Mining Facilities are at the top of the list, especially when you have limited moons. When spreading across a map, recycling Starbases can be a godsend. Use a Starbase to hold back forces, and when the coast is clear, decommission the Starbase so you have the Dilithium to build a new one elsewhere.
- The Romulan Phoenix super weapon is a thing of beauty, however the ship itself is very fragile and needs to be protected. What I like to do is send a couple of freighters in front of a Phoenix ship, that way when any other vessels or Starbases begin shooting at them, I can sneak the Phoenix ship just past enemy defenses, and watch them get obliterated by the resulting blast. Yeah, you lose freighters that way, but hearing the screams from your opponent is more than worth it.
- The Borg Transwarp Gate is a 2-way street. When you find one popping up in your space, immediately send anything nearby to the wormhole through it, that way you get a great sneak attack at where ever they put their gate. Those Borg will get one very interesting surprise that way......

LEARN THE INTERFACE:

<Borg interface shown>

Mini Map - The minimap will display the entire game board in a small window. It will show where the player has been as well as what they can currently see. Any space objects that are permanent game fixtures will also be displayed once they are seen. The same holds true for enemy space stations and buildings; however the display will only show their last known position. All ships which are currently in LOS will also be displayed. The minimap will also show areas of the map which the player cannot currently see (fog) as well as areas they've never been to

(shroud).

Speed Rail - The speed rail is a faster way to use special weapons and to transport in combat. The Construction Ship's tractor beam can also be accessed from the speed rail. When several ships are selected all of their special weapon icons appear on the speed rail making them easier to use in combat. However the Specialty Ship must be selected individually in order to see its special weapons.

Ship Display - When one ship is selected on the main screen its vital statistics appear on the ship display. The five icons on the left side of the ship display listed vertically show the 5 ship systems. Listed from top to bottom they are: Shields, Engines, Life Support, Sensors and Weapons. When damage is taken to a ship these systems can become damaged. Mousing over a system shows the percentage left to repair on a damaged system. The more crew available on a ship, the faster it will repair. The green dot to the left of the crew means that the crew in functioning optimally. However if the crew goes below 50 percent the dot becomes yellow indicating that the crew's functionality has been compromised. When the crew is less then 25 percent of capacity the dot becomes red and the ship's crew performs ship functions at a much slower rate. If a system completely fails the ship will lose the use of that system, i.e. if life support fails the crew will begin to die off.

When one ship is selected a wire frame model of it will appear in the ship display. (If multiple ships are selected multiple models will appear.) Damage is shown on these models from healthy (white) to extremely damaged (red.)

Just above the wire frame model of the Defiant (shown above) is a bar that indicates shield strength. A full bar means shields are at full. Shield strength is also shown in the main game screen by the color of the shields. Green is at full strength, yellow damaged, and red extremely damaged.

Just below the wire frame model of the Defiant (shown above) is a bar that indicates special weapon energy. Most ships in the game possess at least one special weapon that relies on a set amount of special energy to operate.

Cinematic Window - The cinematic window visual shows events that are occurring at other parts of the map. To go to that event simply click once on the cinematic window. If the player double clicks on the cinematic window the main view changes to one of cinematic action. This view is only recommended for small battles for the camera angles have not been fully refined. To switch back to normal RTS view hit the "Z" key.

Button Menu - The different command buttons are available to ships and structures. These buttons include move, attack, stop, build, orders, transport, build and special flags. When clicking on the orders icon (The middle icon in the button menu) triggers a sub-menu.

STAR TREK ARMADA TEAM

[Production](#)

[Art](#)

[Design](#)

[Programming](#)

DEVELOPMENT DIARIES

PRODUCTION:

Marc Turndorf - Producer

Born and raised in Los Angeles, Marc
always showed a knack for being in the
right place at the right time. While getting
a breath of fresh air in an alley by a
dance club, he showed this talent one
more time. He was given a mysterious
green ring by a little blue man in a red
dress. With this ring, Marc accepted the greatest responsibility of his life. He became the
Producer of Star Trek Armada.
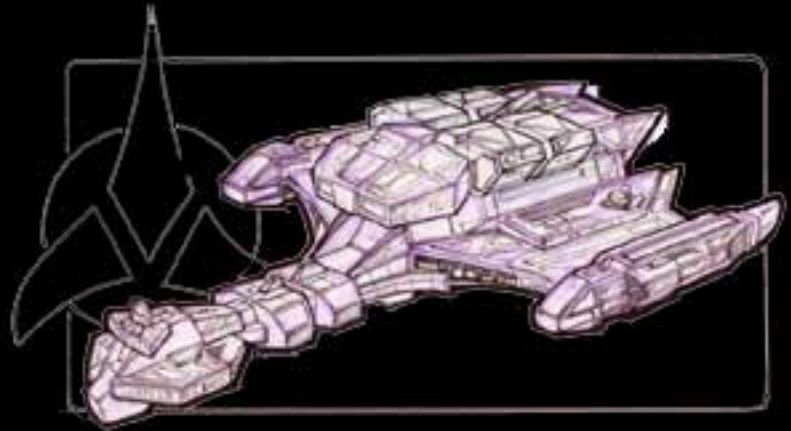
Jonathan Moses - Associate Producer

Jonathan Moses is one of the newest members of the Armada team and is in charge of
lots of important "stuff" (actual job title is: Associate Producer of Important Stuff). He just
finished working on Interstate '82. Jonathan's been with Activision for nearly 3 ½ years.
In his time at Activision Jonathan has been a Recruiter's Assistant, Game Analyst,
Manager in QA, but basically - he just gets paid to play video games.

Rick Omori - Associate Producer

Frank Stankowski - Associate Producer

Brelan Duff - Production Tester

Brelan is an aspiring 3D artist who loves games. He holds a position at Activision as a
Senior Support Representative and QA tester but hopes to one day go deeper in the
process of developing games. He wants to immerse himself in the development of a
story and details of a game that make a gamer's bones shake and the hairs on their neck
stand up with terror or excitement. When he's not playing games, he's out shopping for
them, or making MODs for them.

Eric Lee - Production Tester

Eric's official title is QA Project Lead, which basically means we pay him to sit around all
day and play computer games. He feels your pain. Eric is an original Trek fan, lifelong
Gamer, Real Time Strategy aficionado, and co-author of two popular strategy guides.

His five year mission: increase the Fun Factor in the world, and make sure the games he works on...DON'T SUCK! (Credits include: MechWarrior II Titanium Trilogy, Shanghai Dynasty, Tenchu: Stealth Assassins, Heretic II, and Civilization: Call To Power.)

Stacey Drellishak - External Test Coordinator/Web Site Consultant

As a baby living on a hidden island located in or near the Bermuda Triangle, Stacey was blessed with the wisdom of Athena, the strength of Hercules, the speed of Mercury, and the beauty of Aphrodite. After her people helped the Amazons escape the bondage of Hercules and his armies, Paradise Island was established as their home. This haven was untouched by outside strife until World War II, when a plane carrying U.S. Army Intelligence officer Captain Steve Trevor crash landed on the island. Along with her amazonian bullet-proof bracelets, she used her tiara, transparent plane, and golden lasso (which possessed a virtue that could compel anyone encircled to tell the truth) in escorting Trevor back to the States. Now she spends her days at Activision as mild-mannered External Test Coordinator and Star Trek: Armada Web Site Designer just waiting for the call of justice -- deflecting bullets with her bracelets, catching missiles, jumping off buildings, lassoing villains or just tossing them casually out of her way, not to mention using her golden tiara as a boomerang.

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ART:
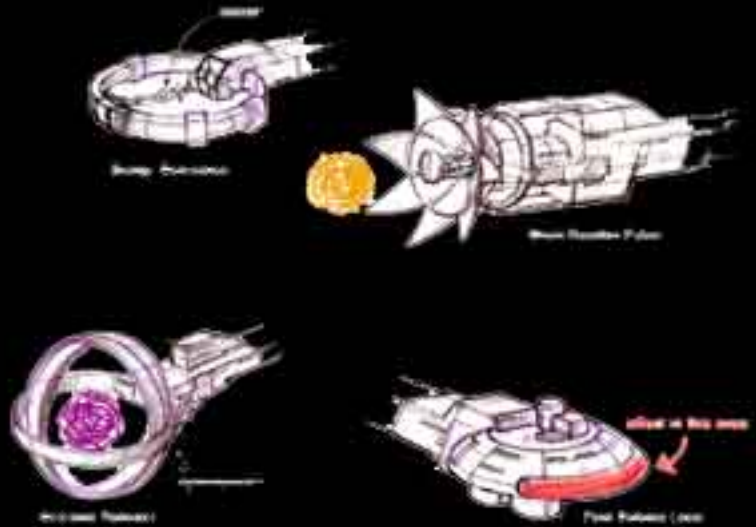
David Dalzell - Art Director

Because David is an avowed Luddite -- owning neither cellular phone, nor pager -- and is often difficult to reach, even when he is not on another astral plane as a result of his avid practice of TM, this brief C.V. has been created (nay, crafted) entirely from the companies HR files. Overeducated by both eastern egalitarian, and western elitist colleges in architecture, film, video, fine arts, and animation, Mr. Dalzell held positions at numerous organizations in all of the aforementioned fields before he came to Activision in 1995, where he was immediately hired (out of desperation) as an artist to work on Spycraft: the Great Game. He has stayed on (out of his own desperation) to work on numerous projects including Zork: Grand Inquisitor.

Franz Boehm - Artist

Roberto DePalma - Artist

James Mayeda - Artist

Arlene Somers - Artist

Arlene, a traditionally trained fine artist with an emphasis in painting and photography, has been in the video game development industry for over 10 years. Starting out as a 2D artist on titles like Battle Chess CD-Rom, Castles, Stonekeep, Star Trek: Judgment Rites, and Star Trek: Starfleet Academy, she moved on to 3D modeling, texturing and rendering on MAX: Mechanized Assault and Exploration and Star Trek: Klingon

Academy.   With several Star Trek titles under her belt, Arlene came to Activision to work on Star Trek: Armada, creating interfaces, buttons, and icons. While at Activision, she also created textures for Interstate '82. A wife and mother of 2 girls, Arlene is currently working on a Playstation title.

Stanley Woo - Artist

Jeff Rosencrans - Artist

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DESIGN:

Trey Watkins - Director

Eric Gewirtz - Lead Designer

After graduating Starfleet Academy last in his class, Eric "Giz" Gewirtz was commissioned on board the USS Dark Reign. He was in charge of maintaining FOUR of the twenty-five power couplers in Engineering. There he was awarded the Christopher Pike Medal of Honor for Power Coupler Maintenance above and beyond the call of duty. He was then reassigned to the Expansion Class Vessel: USS Shadowhand (actually just a shuttlecraft of the Dark Reign), where he was promoted to pilot. After crashing the Shadowhand on Ceti Alpha IV, Giz returned to Starfleet Command for his court marshal. It was there he befriended Captain Trey Watkins, about to set out on his maiden voyage aboard the USS Armada. Watkins had assembled some of the finest Starfleet officers as his crew, including Chief Engineer Ian Davis and a prototype producer android known only as Turndorf. But what the team needed was a reckless first officer. The kind that could accidentally send the entire crew hurtling through space in the wrong direction for months before they realized it. Giz was the ideal candidate for the job. In one of the most notorious legal battles in Federation history, Giz declared himself a unique life form and was granted immunity for his actions based on a loophole in the Prime Directive. He was then reassigned to Starfleet's USS Armada, where he has been serving as First Officer for over a year and half. Giz hopes to retire on Risa when the Armada is finally put to rest. If he lives that long...
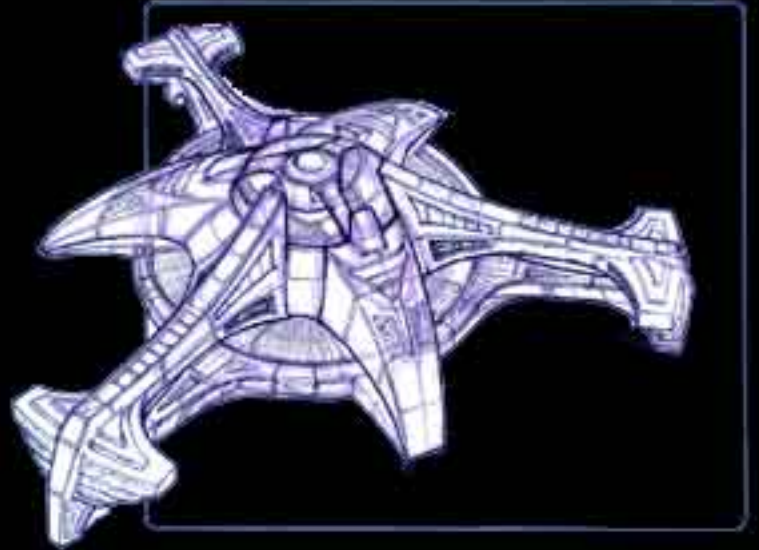
Jens Anderson - Designer

Ryan Kirk - Designer

After receiving his BFA degree in Electronic Time-Based Media from Carnegie Mellon University in 1994, Ryan Kirk promptly shifted gears and began working as a cashier for Aron's, a small record store in Hollywood that sold popular and hard-to-find music as well as T-shirts and magazines. After quitting Aron's and a short remedial reading course, he began the process of figuring out how to earn enough to eat while doing as little as possible. Movies seemed like the most sensible choice, so he became a runner for the music department of Concorde/New Horizons, Roger Corman's low budget film company

and began a one man delivering adventure. Early in 1997, after all of his co-workers had quit their jobs, he began assuming the responsibilities of a music supervisor while still being paid as a runner. In late 1998, while shopping for a plunger, Ryan decided that being a music supervisor at his current company was like being very severely constipated and decided it was time to move. Activision Studios offered him a job as a designer on a Star Trek RTS and Ryan Kirk left the movie business without a second thought. He now has his own cubical and a rash.

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PROGRAMMING:

Dr. Ian Lane Davis - Technical Director

Dr. Ian Lane Davis was born a small child in the village of Andover, MA, where through a series of oversights and admitted lapses of judgement on the admissions committee he was allowed to take the first steps of an academic career at a snooty prep school. Dartmouth College, impressed with the snootiness of his prep school, unwittingly let him study in the freezing tundra of New Hampshire where he had difficulty choosing between a career studying Computer Science and the poetry of Robert Frost until he realized exactly how broad the career options would be if he studied Robert Frost for a living. He graduated Summa Cum Laude with a triple major in Mathematics, English, and Computer Science. After college, he decided to head south for warmer weather and landed in Pittsburgh, PA at Carnegie Mellon University, which it turns out is exactly no warmer than New Hampshire.
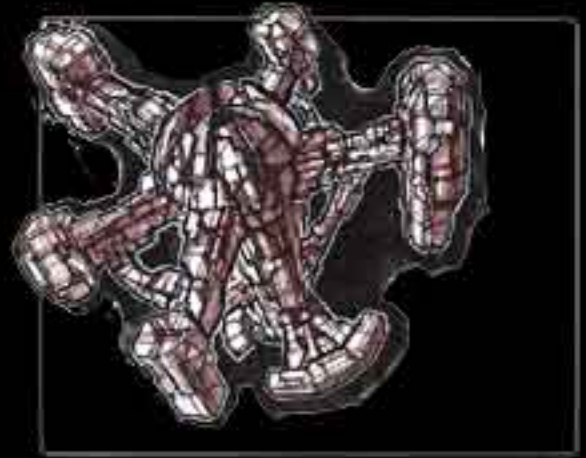
At CMU, he studied robotics & artificial intelligence. After several years of working on projects for the FAA regarding robotic inspection of aging aircraft and working on a modular neural network autonomous offroad guidance system for the HMMWV (High Mobility Multi-Wheeled Vehicle, aka Hummer), he even convinced the powers that be to let him teach the Computer Vision course through a calculated program of begging and hypnosis. Ian received his PhD and was on the cusp of realizing a lifelong dream for a legitimate academic career when a Producer from Activision Studios came to Pittsburgh and explained exactly how much better the weather was in Los Angeles, and brought photographs as proof. Ian fled to the warmth and settled in to a job developing computer games. His credits include Lead Programmer on "Dark Reign: The Future of War", AI programmer on "Battlezone" and "Civilization: Call To Power", and Lead Programmer/co-Project Lead on "Star Trek: Armada".

Linus Chen - Programmer

Brian Hawkins - Programmer

Brian Hawkins started playing games on an Atari 2600. He worked his way up through more and more powerful game machines including a Commodore 64, Commodore

Amiga and even managed to find some games for the SGI. Eventually he decided that money would be required to eat so he accepted a scholarship to Carnegie Mellon University to study Math and Computer Science. In between playing games he managed to graduate with aplomb. He then worked at a computer graphics research firm called Justsystem Pittsburgh Research Center. In his spare time he played more games and got married. After a couple of years there he finally noticed a trend in his activities. Upon realizing this he accepted a position at Activision as a game core programmer on Star Trek Armada. Needless to say, "Man is the dream of the Dolphin."

John Hancock - Programmer

Martin Martin - Programmer

Gordon Moyes - Programmer

Dale Son - Programmer

Pika pika pika-chu, pika, pika pika chu. Pika pika-chu.

Steve Williams - Graphics Engine Developer

Steve began programming video games at the age of 12 on the Sinclair Spectrum (remember that?) where he began learning out of necessity the art of making graphics go fast. Throughout high school he continued to learn his craft moving onto the Atari ST and Commodore Amiga. In 1992, he received his degree in Micro-Electronic Systems Engineering from the University of Manchester Institute of Science and Technology (UMIST), England. After a couple of rather boring jobs, he ended up working for the well known London games developer, Argonaut Software, where he worked on a number of 3D graphics related projects, ending up part of the BRender 3D graphics engine team. Shortly after that, Direct 3D came on the scene, and for a variety of reason BRender began to die. He then hopped over to another well known UK developer, Psygnosis, where he was initially Senior Developer (and eventually lead) of their London studio's R&D team. After looking out of the window from their Camden Town studio one wet and windy day, he realized making games would be a lot more fun in sunny California and so he ended up at Activision ... Steve's responsibilities on Armada are to make the graphics go fast and look great. To that end he designed and implemented from the ground up Activision's latest graphics engine "Storm3D". Storm3D is the workhorse powering the leading edge graphics seen in Armada. Steve is fully DirectX7 compatible.

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MAP OBJECTS

The map on which the game unfolds will be populated by many different types of objects. These will include well known astrological phenomena as well as some to the Star Trek Universe.

Dilithium Moons

These large floating rocks are the main source of resources for the player. Each moon will be capable of being mined by freighters for Dilithium crystals. Blue Dilithium moons have a fixed amount of dilithium.   As the moon is mined it will reduce in size and lose its blue glow until the Dilithium supply is exhausted. Purple moons provide an unlimited supply of Dilithium.
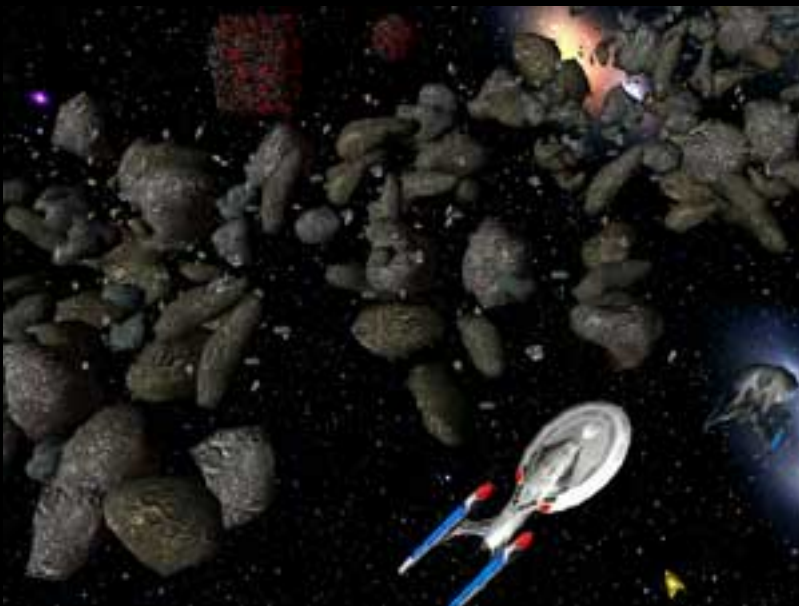
Asteroid Belts

Rocks of various sizes that prevent movement of star ships. There are two types of asteroid belts, stationary ones and moving belts.

Black Holes

Gravity wells that suck in disabled ships that fall within its gravity. Ships will only be affected by this if their engines are disabled.

Wormholes

A gateway that allows a star ship to instantaneously travel from one fixed point to another. When a ship is directed into a wormhole, the wormhole and its connecting partner opens.

Planets

If a Starbase is built close by a planet it will receive crew at a faster rate than otherwise.

Nebulae

These gaseous areas of space will be used by the player for strategic purposes depending on the type of Nebulae. There are five types of Nebulae each of which affect ships differently. Each type may be identified by its color or some other visual effect.
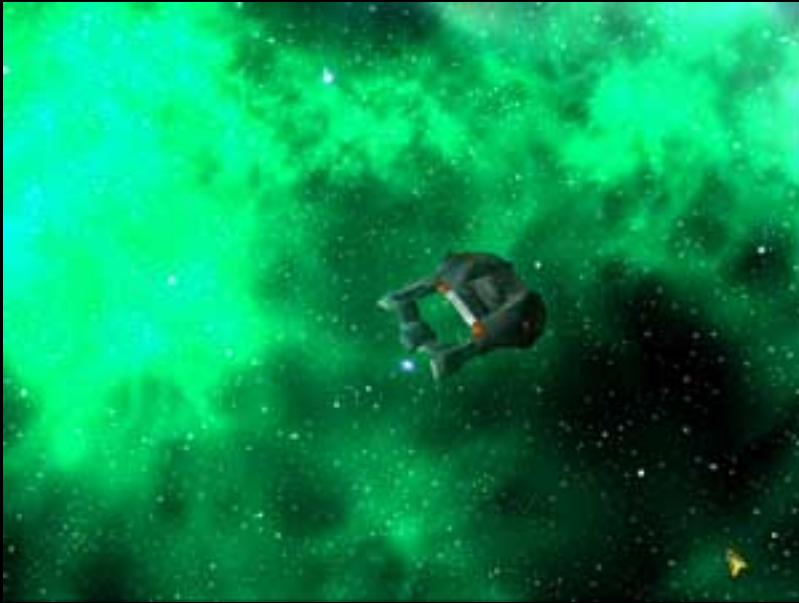
The five nebulae types are:

Metreon Nebula

Redish, electric, volatile. Slows down movement of ships. Damages ships shields at a steady rate, then begins damagings systems when shields are down.

Radioactive Nebula

Yellowish, light greenish. Kills off crew at a steady rate, regardless of ship status.

Metaphasic Nebula

Dark green. Removes all negative effecting weapons currently on ship. Increases repair rate. Increases shield recharge rate.

Cerulean Nebula

Light blue. Lowers shields. Disables all special weapon abilities. Disables all weapon abilities. Disables cloaking.

Mutara Nebula

 Purplish, silver, sparking electricity. Disables sensors. Slows down speed. Disables shields.