C O N T E N T S

INSTALLING
STAR TREK: ARMADA II

HOW TO INSTALL

Before installing, close all other applications. Also make sure Virtual Memory is on (located in your System Control Panel). Verify that you have 1.3 GB of free hard drive space.

Insert the *Star Trek*: Armada II CD into your CD-ROM drive. If AutoPlay is enabled, wait a few moments until the Star Trek: Armada II title screen appears. On the title screen click the Install button to begin the installation process, and then follow the on-screen instructions.

If AutoPlay is not enabled, double-click on the My Computer icon on your desktop. Double-click on the CD-ROM drive icon. Double-click on the *Star Trek*: Armada II setup.exe icon. When the launch screen appears, click Install.

After *Star Trek*: Armada II setup is complete, your computer will install the Microsoft DirectX 8.0a drivers if you do not already have them. When DirectX 8.0a installation is complete, you will need to restart your computer for the new drivers to take effect.

Now you can run *Star Trek*: Armada II by choosing Programs/*Star Trek*: Armada II/*Star Trek*: Armada II from the Start menu or by clicking Play on the CD title screen or double-click the Armada II shortcut on your desktop.

Please register your copy of *Star Trek*: Armada II. 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 II title screen click on Help/Support, and then click Register or (2) From the Start menu go to *Star Trek*: Armada II/Register.

TITLE SCREEN BUTTON FUNCTIONS

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

Reinstall—This function allows you to reinstall the program in the event of corrupted or damaged files.

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

Uninstall—Click this button to remove *Star Trek*: Armada II from the system. Some files will be left behind. The Uninstaller will supply a list of leftover files, (i.e., saved games).

Help/Support—This button will take you to the help files, readme, game manual (.pdf), technical support, online help, electronic registration, along with supplying the options to install DirectX and Adobe® Acrobat Reader®.

Extras—This will allow you to install Earthlink and Gamespy and supply information on other Activision *Star Trek* titles.

Links—The Links button will take you to other *Star Trek* and Activision, Inc. related web sites.

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

TROUBLESHOOTING

We have supplied Help documents that can help you in troubleshooting problems. There are two ways to access this help file:

1. From the title screen, click on Help/Support then Help Documents.

2. After installation, from the Start menu, select Programs/*Star Trek*: Armada II/Armada II Help/Armada II Help Documents.

AUTOPLAY

If the *Star Trek*: Armada II 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 II CD icon in the window or right-click on the icon and choose the AutoPlay option.

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

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

    B. Your CD-ROM driver may not be optimized for use with Windows 95/98/ME/2000. To verify this, perform the following steps:

        a. Open the Windows 95/98/ME/2000 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/ME/2000, they will be listed here with an explanation of the exact problem and suggestions on how to fix it.

DIRECTX 8.0A

Upon completion of the *Star Trek*: Armada II setup, the installation process will continue by determining if Microsoft's DirectX 8.0a needs to be installed on your computer. If so, the appropriate files will be installed on your computer automatically.

Q. What is DirectX 8.0a and why do I need it?

A. Microsoft's DirectX 8.0a is a set of functions that gives Windows 95/98/ME/2000 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/ME/2000 games. *Star Trek*: Armada II uses Direct3D, DirectDraw, DirectSound and DirectInput, four of the DirectX 8.0a functions.

Q. If I don't have DirectX 8.0a will Star Trek: Armada II install it for me?

A. Yes. If InstallShield does not detect DirectX 8.0a on your computer, it will install DirectX 8.0a for you, if you choose. After the entire installation is complete, you will need to restart your computer in order for DirectX 8.0a to take effect.

Q. I already have other Windows 95/98/ME/2000 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 8.0a. At that point, you will need to restart your computer for the changes to take effect.

If, however, you already have DirectX 8.0a installed on your computer, the Microsoft DirectX 8.0a installer will detect that and not overwrite any DirectX 8.0a files. You will not need to restart your computer after installation in order to run Star Trek: Armada II.

PROBLEMS & SOLUTIONS

Intro Movie and Cinematics do not play properly

- 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).

- 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 64 MB.

- 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 II.

Game freezes

- Make sure your computer has at least 64 MB of RAM.

- 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

- Make sure you have a 100% DirectX 8 Windows-compatible sound card in your computer.

- Make sure your speakers are plugged in correctly and turned on, and make sure the volume is turned up to an audible level.

- Make sure you are using the latest 32-bit sound drivers for your sound card.

- 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/ME/2000 to be sure all are correct. See your card's manual and your Windows 95/98/ME/2000 manual for details.

- Check your settings in your Control Configuration.

Game too slow

- Make sure you are running *Star Trek*: Armada II on a Pentium II 300 or higher system with 64 MB of RAM. A lower system usually will not run Armada II satisfactorily.

- Try turning off some game options in the Graphic Settings screen or lowering the Graphic Detail setting.

- Make sure you have no other applications running in the background.

- Make sure your screen resolution is set as low as it can be in the Graphic Options screen.

- 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.

PRELUDE

STARDATE 54500.3

It has been six months since the Federation and its allies drove back the Borg incursion into the Alpha Quadrant, wrestling the Omega Particle from the Borg Collective's grasp, and driving the Borg from Federation space. Though the Quadrant is still recovering from the devastation brought about by the invasion, an emergency meeting of the Federation Council has directed Starfleet to find out how and where the Borg have been entering the Alpha Quadrant.

Once found, the Federation forces have orders to launch the first ever offensive into the Delta Quadrant in their war with the Borg—a strategic operation to eliminate the Borg threat once and for all.

Such an operation carries risks—only some of which can be anticipated.

With the Federation's strength and attention focused on the Delta Quadrant, there are those in the Alpha Quadrant who might feel the time is right to reassert their power. While the forces of the Klingon Empire are begrudgingly left to play the role of Alpha Quadrant peacekeepers, they learn that it will take all of their strength—and their forces—to preserve the Quadrant.

In the Delta Quadrant, the Borg find themselves set upon by not just the intruders from the Alpha Quadrant, but by a merciless assault from the fluidic space dwellers, Species 8472.

MAIN MENU

The Main menu is the gateway into *Star Trek*: Armada II single and multiplayer play. The following selections are available: Single Player, Instant Action, Multiplayer, Options, Replay Intro, and Credits. You can also press Exit to leave the game.

SINGLE PLAYER

To play single player, click on Single Player in the Main menu—this takes you to the Single Player Menu. Here, you'll find the Tutorial and Federation campaigns.

To begin, click on the image in the upper left of the screen. This will start the Tutorial. A submenu will appear listing the training missions. Once a mission is completed, the next mission will become accessible.

You are not required to play through the Tutorial, but it is recommended. The storyline and success in the missions requires that they be played in order. You begin with the Federation Campaign and progress through the Klingon Campaign to the Borg Campaign.

Note: All missions that you've played are then available to play again at any time, in any order.

IN-GAME CINEMATICS

Each mission begins with an in-game cinematic. These communicate the mission's objectives in cinematic form. If you've already seen the in-game cinematic and wish to go directly to the mission, tapping the Spacebar will skip the in-game cinematic.

MISSION OBJECTIVES SCREEN

Once the in-game cinematic is complete, an objective screen will appear in the center of the screen that restates the mission objectives. Click on the OK box and it will disappear, beginning the mission. To access the objectives during the mission, press the Objectives button on the upper right toolbar.

SAVE/LOAD

To save a game during game play, click on the Menu button on the upper right tool bar and select the Options menu. From there, clicking on Save will bring up the Save Game screen. Type in a description of the saved game or accept the default description (the mission title and the time).

To load a saved game from the Main menu, 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 Esc or click on the Menu button on the interface to go to the Options menu. From the Options menu, click on Load Game to go to the Load Game screen. Click on the game you wish to load and then click the Load Game button.

MOUSE SELECTION

Your mouse can perform almost every action in *Star Trek*: Armada II.

Left-click is for selecting an object, and right-click to give default orders. Advanced users can use the alternative right-click and hold interface. Right-click and hold will bring up the context-sensitive command palette. You can toggle that option on the Command Palette button found on the upper right tool bar Option menu.

INTERFACE

`| ⊙ 3500    🔲 3500    ⟋ 3500  |  🔳 4247    ⚙ 115/600 |`

RESOURCES

Along the top left of the interface, you'll find the resources. From left to right, the resources are: Dilithium, Metal, Latinum, Crew, and Officers.

`| ⊙ 3500 |`
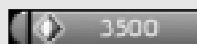
Dilithium

Dilithium is a crystalline substance used in warp propulsion systems aboard starships, and is mined from moons. Dilithium regulates the matter/anti-matter reactions that provide the energy necessary to warp space and travel faster than the speed of light.

The size and maximum speed of a ship typically reflects the amount of dilithium required for its development—larger starships require increased quantities of this resource. While stationary structures (such as a Shipyard) typically have lower energy requirements, their construction still demands a quantity of dilithium.

When an order to build a unit is given, the dilithium required for that object is taken from your dilithium account. Cancelling construction of a unit replaces the dilithium for that unit back into your account. Decommissioning a ship or station replaces dilithium back into your 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 one time, although one can be mining a moon while another is returning its load to a mining station.

Certain moons contain an infinite supply of dilithium. These moons have a noticeably purple tint to them, and their quantity will not alter as they are mined for resources.

Note: Species 8472 have no use for dilithium, and this resource will not appear on the screen when playing as Species 8472, but it can be converted to bio-matter which Species 8472 uses for embryo evolution.

Metal

`| 🔲 3500 |`

This resource represents the variety of metals and materials needed for the construction of starships and military installations. Metal is extracted from planets.

Metals are used primarily in the construction of stations. The size of the unit typically reflects the amount of metals needed—larger structures require more metal. Decommissioning a ship or station replaces metal back into your account.

To collect metal, you must build an Orbital Processing Facility near a planet. Once finished, the facility will begin mining metal from the planet.

Latinum

`| ⟋ 3500 |`

These valuable metal ingots are used as a medium of exchange, primarily outside of the Federation. Liquid at room temperature, latinum is typically suspended in ingots of gold, which come in standard sizes for ease of trade.

Latinum is used primarily for trade and during the development and research of new technologies.

Latinum is extracted from Latinum nebulae by mining ships. Harvesting latinum from nebulas is possible by sending a mining ship into a latinum-rich nebula and instructing it to harvest. Once it has completely filled its storage bays, it will head toward a starbase to drop off its load before returning to the nebula. Full latinum freighters are very vulnerable when carrying these volatile metals and can be spotted by the gaseous trail they leave behind.

Note: The Borg have no use for latinum, and this resource will not appear on the screen when playing as this race.

Bio-matter

`| ⊤ 14460 |`

A unique breakdown of matter employed solely by Species 8472 yields Bio-matter, the only resource that they need as a race. Using their Collector and Transmuter (see Species 8472 Organisms on page 70), Species 8472 are able to derive Bio-matter by converting standard resources (such as dilithium or metal) or taking it directly from other races's ships and stations.

CREW

Each ship and most stations require a set number of crew members from your crew pool in order to be built. Crew filters into your crew pool at a steady rate by possessing a starbase. The rate that crew accumulates is based on the number of starbases built. If you have no starbase, you'll receive no additional crew. You also gain crew by colonizing planets.

Once an order to build a unit is given, the crew required for that project are taken from your crew pool. Canceling construction of a unit replaces the crew for that unit back into the crew pool. Decommissioning a ship or station transfers the remaining crew from that unit back into the crew pool. Species 8472 do not utilize crew and therefore cannot colonize planets.

OFFICERS

The number of officers that you have restricts the total number of ships and stations that you can possess at one time. Each ship or station requires a set number of officers.

Note: You are limited to 600 officers total.
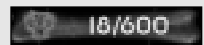
Pilots

(Species 8472 only)

Like officers for other races, the maximum pilot count restricts the total number of organisms that can be built. Each organism requires a set number of pilots. Species 8472 ships require only a single pilot.

OPTION BUTTONS

Along the top right of the interface in Single Player mode, you'll find the Option buttons. From left to right, they are: Idle Ship, Toggle View, Show Objectives, and Toggle For More Buttons.
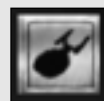
Idle Ship

Sets the focus to the next ship that has no current orders.

Toggle View

Switches the view between the Strategic and Tactical Views.

The Strategic View is the traditional top-down view of the map, with a visible grid. You can zoom in and out using the mouse wheel. The Tactical View is full 3D. Moving the mouse will rotate your view; you can also zoom in and out with the mouse wheel.

Show Objectives

Shows the current mission objectives.

Comm Menu

Opens the Multiplayer Options menu to change alliances, modify chat settings, and give resources or units to other players.

Advanced Buttons

Brings up the following additional option buttons: Toggle Palette, Toggle Help, and Main Menu.

Toggle Palette

Controls the location of the Command Palette. The first (and default) setting will fix the command palette for selected objects in a row to the right of the mini map. The second setting will bring up the command palette next to a selected ship if you right-click and hold for a moment on a selected ship or station. You can also press the X key to trigger this action. With a ship selected, right-clicking on another object will either bring up the icon for the default action (mining for a freighter on a moon, trading for a cargo ship on a trading station, etc.), or a menu of commands available for that context.

Toggle Help

Will allow you to toggle the tooltip help messages. The default setting will bring up a tooltip box if you move the cursor over any interface element. If the cursor remains over the same element for a moment longer, an extended tooltip will appear, giving more information on

the topic. Clicking once on Toggle Help will bring up a fixed box with the extended tooltip that will remain over the Mini Map, active when you mouse over any element. The third setting of Toggle Help will stop all tooltips from appearing.

Main Menu

The Main menu will bring up the following choices: Save Game, Load Game, Graphics Settings, Sound Settings, Game Settings, Abort Mission, Return To Game, View Admiral's Log, Tech Tree, Exit to Windows, and Restart Mission. (For detailed descriptions, see the Save/Load, Options, and Admiral's Log sections.)

CINEMATIC WINDOW

In the lower right corner of the screen, you'll find the Cinematic Window. The view will show events occurring in other parts of the map, prioritized by significance. Clicking on the window will bring you directly to that event. Double-clicking on this window will also change your view from strategic to tactical and vice versa.

MINI MAP

In the lower left corner of the screen, you'll find the mini map. The entire game board is displayed, showing where you've been and what you can currently see. Any space objects that are permanent game fixtures will also be displayed, once they are seen. Enemy stations are also displayed, though only in their last known position if they're currently out of your line-of-sight. All ships and stations are represented by their team color.

SHROUD AND FOG OF WAR

Unexplored regions of the map appear as a colored shroud on the mini map and in both the Tactical and Strategic views in the main display window. Explored regions that are no longer in the line-of-sight of any of your ships or stations become covered with a fog of war. The terrain and stations within this fogged area appear as they last appeared to a friendly ship/station. The view updates when a ship/station comes back within your line-of-sight.

FILTERS

The mini map can be filtered to the following states for both ships and stations: Show All, Friendly Only, Enemy Only, Show None, and Neutral Only via the buttons on the bottom of the mini map.

WARP SPEED

To travel long distances quickly, you may use warp speed. To warp, select a ship or group of ships that are capable of warp (Mining, Construction, and Cargo ships are among the ships that aren't capable of warp) and right-click on the mini map to the point you'd like them to go. Alt-right-click in the main window will also have the selected ship or ships warp to the location of the cursor.

Ships will automatically come out of warp speed in the proximity of planets, moons, asteroids, black holes, and nebulae. They will return automatically to warp speed once they've passed by the gravitational well of an object.

The translucent purple radius around an object on the mini map represents the gravitational well.

A ship in warp will not be able to fire on targets, and will be more vulnerable to attack, as its shields must be down to warp. Sensor strength is also reduced, so the amount of the map revealed below the shroud when warping is significantly less than when traveling at impulse speed.

A move order made on the main screen will automatically be set at impulse speed. A move order made by clicking on the mini map will automatically be set at warp speed.

Pressing Alt + right-click will set you to warp on the main screen and use impulse speed on the mini map.

SHIP DISPLAY

Between the mini map and the cinematic window, you'll see the ship display. When one ship is selected on the main screen, its vital statistics appear on the ship display.

Next to the schematic of the ship, there is a detailed look at the state of the ship. The icons on the left (in descending order) represent: Sensors, Shield Generator, Weapon Control, Engines. To the right of these are: Life Support, Crew, Officers Needed to Operate, and Special Energy (used for special weapons).

Any damage not directly absorbed by the shields can damage these systems. The more crew available to the ship, the faster damaged systems can repair. The color of the system icon and percentage reflects the health of that system: green is optimal, yellow means that the functionality has been compromised, and red reflects severe damage to the system. If a system completely fails, the ship will lose the use of that system (e.g., if life support fails, the crew will begin to die off).

Damage to a system will be reflected in the ship images display by the location of that system turning red. Below the picture of the unit, there is also a bar that reflects the health of the ship. The size and color of the bar corresponds to damage taken.

If multiple ships are selected (up to 16 ships can be selected at once), their ship images will show up in the ship display. Damage to various systems will be indicated by sections of the thumbnail turning red, and the health of the ship will be indicated by the bar underneath it.

MOUSING OVER SHIPS

Mousing over any ship on the main screen in *Star Trek*: Armada 2 will bring up a quick status report on that ship.

Directly over the ship display, the name of the ship and its class will appear. Below the name, four icons represent the strength (as a percentage) of the following systems: Health, Shields, Crew, and Weapons.

COMMAND MENU

The Command menu shows you the different command buttons available to ships and structures. These buttons include Stop, Orders, Transport, Formations, AI, and Special Weapon. Clicking on the Orders, Formations, and AI buttons bring up sub-menus. The buttons on these menus are explained below under Ship Orders.

SHIP ORDERS

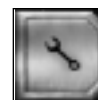### Stop

Orders this vessel to stop its current actions.

Orders Menu

All ships have an orders button. When clicked, you have access to the orders button menu, which usually includes the following buttons:

Attack

Orders the vessel to attack a target or go to a location and attack any enemies there.

Repair and Recrew

Sends the vessel to the nearest shipyard for faster repair and recrewing from the crew pool.

Priority Repair

Has the ship ignore all further orders until the ship is repaired.

Patrol

The vessel will patrol an area of space between its current position and the patrol point. To make more complex patrol routes, you can use the TAB key and right-clicking to lay down waypoints.
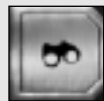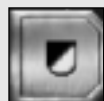
Scout

The ship will search unexplored areas of the map.

Search and Destroy

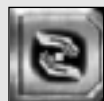The ship will search for enemy ships and stations and destroy them.

Guard

Has the ship follow and protect the designated vessel or structure.

Decommission

Will disassemble and recover resources from a ship or station. Ships must return to a shipyard to be decommissioned. (Except for Species 8472.)

Trade Menu

Go to the Trade menu to exchange resources.

Set Rally Point

Choose a location where vessels will collect after exiting the station.
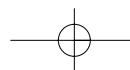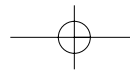
AI Menu

Go to the AI menu to set the autonomy level for the selected ship(s) or stations.

Evolve Menu

Go to the Evolve menu to change your embryo into another form (Species 8472 only).

Build

Go to the Construction menu to select ships and stations to build.

Tractor Beam

Lock on a target vessel with disabled or derelict engines, allowing it to be towed.

Recrew

Reinforce the crew of the station with crew taken from the crew pool. You can't recrew while under attack.

Research

Go to the Research menu to construct pods that allow the use of special weapons.

Back

Return to the previous menu.

Transport

Sends a boarding party over to another vessel. On enemy vessels, the boarding party will fight the crew and take the ship over if no crew remains. It will reinforce crew on friendly vessels.

Note: You can only transport onto enemy ships if their shields are at 0%.

Transport Attack

Found on assault ships, this command will have the ship attack the target with normal weapons until the target's shields are down, and then send a boarding party of specially trained troops onto the other vessel.

Self Destruct

Initiates auto-destruct sequence, destroying the craft and damaging everything in the immediate area.

FORMATIONS MENU

All ships have a formations button. When clicked, you have access to the formation button menu, which includes the following buttons:
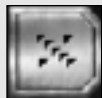
Assault Wall

Offensive. Places combat ships up front, frigates in middle, and artillery at far back.
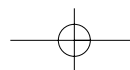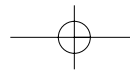
Column

Movement. Puts ships in a column for movement with a narrow sensor footprint.

X Formation

Blockade. Spreads combat ships out widely to guard map areas.

Sheet

Array ships in 2D plane. Maximizes sensor scanning.

Clover Leaf

Attack in a clover leaf pattern. This can only be used for assaults.

Circle

Attack by circling target. This can only be used for assaults.

Arrow

Attack by darting back and forth. This can only be used for assaults.

When a group of ships are selected, you may choose a formation. The ships will organize themselves into the formation that you choose, remaining in that formation while they attack and move.

AI MENU

Clicking on the AI button brings up the AI menu, which contains the following buttons:

Note: For Advanced Users—A ship will inherit the AI state of the ship or station that constructed it.

Green Alert

This sets the unit into Green Alert. A unit on Green Alert will not fire until ordered. It will not engage or pursue.

Yellow Alert

This sets the unit into Yellow Alert. This level of alert requires that a craft only fires on an enemy if it is fired upon. It will pursue this craft within a small 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. In Red Alert, a craft will fire on any enemy craft it sees. It will pursue this craft within a small radius of its center point.

Note: If a vessel is cloaked, the default will go to Yellow Alert. Also, alert status mainly affects ships not engaged in other activities. For example, a freighter mining dilithium will continue to mine when attacked, regardless of alert status. If it is not engaged in an activity, it will act according to its alert status.

Low Movement Autonomy

A ship will not move from the location that you designate until you order it to.

Medium Movement Autonomy

A ship will maintain its position in formation, moving with the formation as needed.

High Movement Autonomy

The ship may leave its location to pursue an enemy that it spots, following that enemy until it destroys it, or moves out of range.

No Special Weapon Autonomy

A ship will only use conventional weapons when attacking the enemy.

Medium Special Weapon Autonomy

The ship may use conventional and special weapons in attacking an enemy, until special weapons energy falls below 50%. Then, it will only use conventional weapons.

High Special Weapon Autonomy

The ship may use conventional and special weapons to attack an enemy, regardless of remaining special weapons energy.

FLEETS

In *Star Trek:* Armada 2, ships can be grouped into fleets which will then respond as a group to the orders you give them. To create a fleet, left-click and drag or Shift-select a number of units (up to 16) that you want in a fleet. Once selected, press Ctrl-(number) (the Ctrl button plus one of the number keys at the top of the keyboard), and those units will reflect that they are now in that fleet—the number of the fleet will appear next to the ship when selected. To select the fleet, simply press the number key for that fleet.

A ship can be added to a fleet by selecting it and hitting Ctrl-Shift and the number of the fleet. To remove a unit from a fleet, select the unit and hit Ctrl–(minus key on the top of the keyboard).

To quickly move to the location of a fleet, a double-tap on the fleet number will bring you to that fleet's location.

A few things to note about fleets:

• Ships can only belong to one fleet at a time

• A construction facility can belong to a fleet, and every ship produced by that facility will automatically join that fleet (until the 16 slots are filled)

• If a fleet is selected, any AI orders given become the default for that fleet. Changing AI orders will affect the entire fleet.

SHIPS, SPECIAL WEAPONS, AND STATIONS

The six playable races in *Star Trek:* Armada 2 each have their own specific fleets, special weapons, and stations. Building ships and stations, as well as efficient control of special weapons, is essential for victory. Below is a list of each race's fleet (including which ship possesses which special weapon) and stations.

Most special weapons require a set amount of special 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. If one of these pods or stations is destroyed by an enemy, 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 Command menu. A few special weapons require a target, be it a location or another object, to fire at. For these weapons, you'll need to click on both the special weapon icon and the target of the weapon.

RACES

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 Earth city of San Francisco. 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.

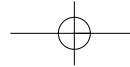# THE FEDERATION FLEET

NON-COMBAT SHIPS

Freighter

The Federation freighter is outfitted with a reinforced hull, capable of carrying large amounts of unprocessed dilithium or latinum. Freighters have no weapons, though 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-person engineering shuttlecraft are deployed from the construction vessel. While the construction ship transports the raw materials, the worker bees assemble the areas with welding lasers. Like freighters, construction vessels are not armed with weapons. They do have a tractor beam that allows them to tow derelicts and ships with disabled engines.
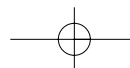
Repair Ship

The Federation repair ships are able to provide mobile repair capabilities to both ships and facilities. Unarmed, they are heavily fortified so that they may carry out their critical duties, even in combat situations.

Note: If set to High Special Autonomy, these units will repair nearby ships and stations automatically.

Cargo Ship

Federation merchant ships ply the space lanes, moving between the trading stations near worlds both inside and outside the Federation. They are equipped with excellent shields, but no defensive armaments, relying on their maneuverability to get them out of harms way.
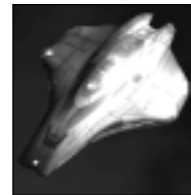
Colony Ship

The Federation is always on the lookout for new planets to colonize. The colony ship is able to transport enough colonists and supplies to start a fledgling colony. Once colonization is complete, the colony ship will travel down to the surface of the planet.

Note: Not all planets are suitable for colonization.

COMBAT SHIPS

Venture-class Scout

The lightly armored, highly maneuverable scout vessel is capable of deep space travel. The *Venture*-class ship has limited space, preventing a large crew complement. Designed primarily for reconnaissance and short-range exploration, it is equipped with a single forward-firing pulse phaser, should it need to engage in combat. It is ideal for quickly exploring unknown areas of space.

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.
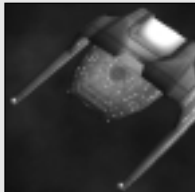
Iwo Jima-class

One of the newest additions to the Federation's Starfleet, the *Iwo Jima*-class assault ship went into production in 2375. Carrying Federation marines, the *Iwo Jima*-class is designed to deploy its cargo both quickly and efficiently to the target (a ship or a facility) and take control of it in the shortest possible time. Federation marines have a reputation for toughness, and come from a variety of Federation member races. A pulse phaser and a tractor beam for immobilizing targets complement the *Iwo Jima*-class ships.

Note: Marines can only be transported onto a ship whose shields are down. The assault ships must also lower their own shields during the transport process, leaving them vulnerable to enemy fire. Transport Attack will direct the ship to fire at an enemy vessel until the shields are down, and then begin transporting marines aboard.

Aegian-class

Recently integrated into Starfleet, the *Aegian*-class frigate is a quick ship that carries a powerful battery of photon torpedoes and phasers and is used to protect fleets.

Special Weapon: Shield Enhancer

The *Aegian*-class frigates can be modified to function as a Shield Enhancer. When activated, this boosts the shield strength for all friendly ships within a specified distance to the frigate. Once the special energy is depleted the effect is turned off.

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 on its bow, allowing it 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 engine signatures of a nearby enemy ship, causing them to home in on their target and detonate.

Sabre-class

The *Sabre*-class is another recent addition to Starfleet, designed for heavy combat operations. The first prototypes were hurried into production to defend against the Borg, providing a quick-response addition to the Starfleet defenses. The *Sabre*-class is armed with pulse phasers and photon torpedoes.

Steamrunner-class

The *Steamrunner*-class went into production in 2371 as part of Starfleet's response to the larger, disposable Jem'Hadar fleets. As a result, the *Steamrunner* is armed with long-range tri-cobalt torpedoes. These torpedoes—effective as long-range artillery—cause tremendous damage. As a consequence of 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 easier 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 it to use its long-range torpedoes on immobile targets or escape from an incoming attack.

Akira-class

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

Special Weapon: Chain Reaction Pulsar

The *Akira* can be refitted to carry a Chain Reaction Pulsar. The Chain Reaction Pulsar is an enhanced torpedo that automatically homes in on the nearest enemy ship. It is capable of hitting multiple targets in quick succession, gaining energy with each hit.

Intrepid-class

Introduced in the early 2370s, the *Intrepid*-class was Starfleet's answer to their growing need for a versatile and quick class of ships, capable of excellent maneuverability at both impulse and warp speed. Using their variable configuration nacelles, the *Intrepid*-class ships have greater control of the warp field. Armed with both phasers and photon torpedoes, the *Intrepid*-class ships rely more heavily on their speed and maneuverability to survive in combat.

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 complement 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 Station.

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 weapons 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 ship to exist simultaneously in different locations.
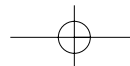
Point Defense Phaser

The initial concept for this weapon goes back as far as the twentieth century, with the Strategic Defense Initiative. Perfected in 2374, the PDP destroys incoming torpedoes 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, temporarily increasing their repair rate and shield recharge rate.

Galaxy-class

Introduced into Starfleet in the early 2360s, the Galaxy-class was designed to be the flagship of the fleet. A well-armed and formidable class of ship, the Galaxy-class has been at the heart of exploration and defense of the Federation. Galaxy-class ships have the ability to separate their saucer section from the stardrive section, making them one of the fleet's most versatile classes.

Saucer separation is generally employed so that the saucer section—which contains most of the crew—can remain in relative safety while the star drive (or battle) section goes into battle or other hazardous situations.

Saucer separation can only be attempted at sub-light speeds and not while the ship is at warp speed. While separated, the following rules apply:

Saucer Module:

• Not capable of warp speed, only impulse speed

• Contains 71% of the total crew

• Contains shorter range sensors than stardrive section

• Faster impulse speed

• 2 Phaser strips

• 1 aft-firing photon torpedo
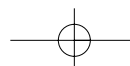
Stardrive Section:

- Capable of warp speed
- Long range sensors
- Contains only 29% of total crew (making repair times slower)
- Stronger shields

Sovereign-class

The Federation's most advanced starship, the *Sovereign* serves as the new 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. When activated, a portion of the incoming fire is reflected directly back at the enemy vessel, while the rest is deflected into space.

Note: Phaser fire and disruptor fire will still hit the ship when the Corbomite Reflector is active.
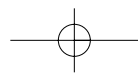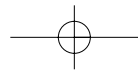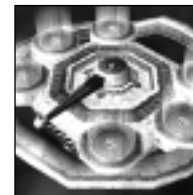
THE FEDERATION STATIONS
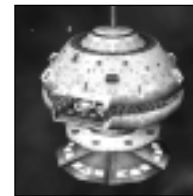
Federation Starbase

The Federation Starbase is the center of the Federation fleet in a sector. Once a starbase is operational, crew begins to be transported into the crew pool at a steady rate. Building additional starbases will increase this rate. The station can build construction ships, cargo ships, repair ships, and freighters, the basic units for establishing an outpost in the area.

Federation Mining Station

The Federation Mining Station is necessary for harvesting and processing dilithium. The facility comes with a freighter, which begins mining the nearest dilithium moon or latinum nebula as soon as the mining station is operational. Once the freighter has a full payload of dilithium, it will return to the mining station. However, if the freighter is hauling latinum, it will return to the starbase to unload.
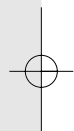
Federation Orbital Processing Facility

Federation Orbital Processing Facilities are built by construction ships and are placed over a planet to tap the planet's metal resources. Once built, they stay in a fixed orbit over the planet while mining.
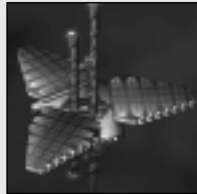
Federation Pulse Cannon

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. You must have a starbase to build a pulse phaser cannon.

Federation Sensor Array

The Federation Sensor Array is an unmanned, small satellite that provides line-of-sight in a wide area around it. The sensor array can be modified to use a Tachyon Detection Grid to locate cloaked ships if developed by a research station.

Federation Trading Station

The Federation is rich with culture and trade, and the Trading Station is the center of the economy. Once constructed, a trading station can be used to buy or sell dilithium, metal, and latinum—particularly useful when there is an abundance of one resource but a limited supply of another. You can build a cargo ship that can then be sent to other trading stations you construct, or trading stations of other allied players. Ferengi traders will periodically send trading ships to any trading stations you construct, generating latinum for you.

Note: To build a cargo ship, select your starbase. Then select the Build icon and build a cargo ship.
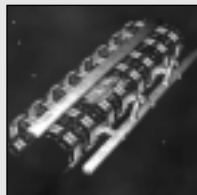
Federation Shipyard

The Federation Shipyard has two bays, one for construction and one for repair. This allows it to construct or repair one ship at a time. The Federation Shipyard can build the *Venture*-class, *Iwo Jima*-class, *Defiant*-class, *Akira*-class, *Steamrunner*-class, *Intrepid*-class, *Sabre*-class, and Colony ships.
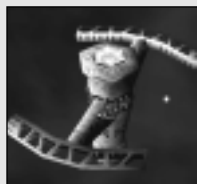
Federation Torpedo Turret

The Federation Torpedo Turret is a larger, unmanned defensive platform. It provides support for Federation outposts by firing quantum torpedoes at all enemy vessels within its range.
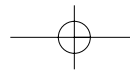
Federation Research Facility

The Federation Research Facility allows you to upgrade the *Venture*, *Defiant*, *Steamrunner*, *Akira*, and *Sovereign*-class, each with its 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 pod 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 research facility can build the following pods:

Tachyon Detection Grid—*Venture*-class

Anti-matter Mines—*Defiant*-class

Engine Overload—*Steamrunner*-class

Chain Reaction Pulsar—*Akira*-class

Corbomite Reflector—*Sovereign*-class

Shield Enhancer—*Aegian*-class

Federation Advanced Shipyard

The Federation Advanced Shipyard has two bays, one for construction and one for repair, like its smaller counterpart. The advanced shipyard can build the *Aegian*-class, *Nebula*-class, *Galaxy*-class, and *Sovereign*-class vessels. You must possess a Research Facility to build an advanced shipyard.

Federation Science Station

The Federation Science Station upgrades the *Nebula*-class vessels. 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 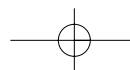and can be targeted independently from the main structure. If the science station is destroyed, all pods on the station are destroyed with it. The science station can build the following pods:

Shield Disruptor—*Nebula*-class

Gemini Effect—*Nebula*-class

Point Defense Phaser—*Nebula*-class

Engineering Team—*Nebula*-class

Vulcan Research Institute

Recently incorporated into the structure of Starfleet, the Vulcan Research Institute has become the central fixture in Federation research on shipboard systems. There are five separate ship systems that can be researched and upgraded at the Institute: weapons, shields, sensors, engines, and life support. Each system can be upgraded by two levels: level 2 and level 3. Though they are attached to the institute, each pod has its own shields and can be targeted independently from the main structure. If the Vulcan research institute is destroyed, all pods on the institute are destroyed with it.

Temporal Research Facility

Recent breakthroughs in temporal mechanics have caused Starfleet to devote entire facilities to better understand time and how it is affected or manipulated in the universe. These research facilities have been able to create a temporal stasis field within a confined 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 in times of war or under extreme circumstances.

KLINGON EMPIRE

The Klingon Empire was founded over 1,500 years ago on the planet of Qo'nos 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 throughout history between an Emperor or the Klingon High Council. The current Klingon Chancellor is Martok, who assumed the title after Worf, son of Mogh, killed the previous Chancellor in a duel.

THE KLINGON FLEET

NON-COMBAT SHIPS
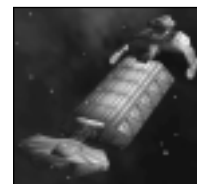
Freighter

The Klingon Freighter uses its mining beams to extract and transport dilithium, and latinum, carrying the load to mining stations for processing. As with all Klingon vessels, the freighter is armed—it is equipped with a forward-firing phaser. Captaining a Klingon Freighter is considered a dishonor, usually reserved for the old or dying.
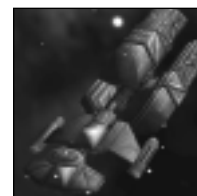
Construction Ship

The Klingon construction ship is loaded with a team of workers in its cargo bay. When constructing a station, one-man shuttlecraft are deployed from the construction vessel. While the construction ship transports the raw materials, the workers assemble the areas with welding lasers. Along with a forward-firing phaser, the construction ship is also equipped with a tractor beam, allowing it to tow derelicts and ships with disabled engines.

Repair Ship

The Klingon repair ships are able to provide mobile repair capabilities to both ships and facilities.

Cargo Ship

Klingon merchant ships have come to be the newest source of lifeblood for the Klingon Empire, gradually supplanting the historical Klingon economics of conquest. Lightly armed, they rely on their maneuverability to successfully ply the space lanes.

Colony Ship

While the Klingons favor seizing the planets of other races, they are not above colonizing a planet. The Colony Ship is able to transport enough colonists and supplies to start a fledgling colony. Once the colony is in place, the colony ship is automatically decommissioned and broken into its component parts to be used by the colonists.
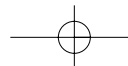
COMBAT SHIPS

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 the Klingon officer to command. These scouts are only equipped with one forward-firing disruptor cannon, preventing the captain from gaining much hon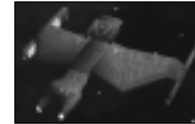or in battle. However, most of these scout ships are destroyed in combat, and dying in battle is a great honor for a Klingon.

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.

Chava'kal-class

The *Chava'kal*-class assault ship was designed to deploy two companies of the fiercest warriors in the Empire, the Klingon Marines. Known as the "Dagger of the Empire" to its crews, the marines aboard a single *Chava'Kal*-class ship are capable of overwhelming the crew of a larger vessel.

Note: Marines can only be transported onto a ship whose shields are down. Transport Attack will direct the ship to fire at an enemy vessel until the shields are down, and then begin transporting marines aboard. In addition, the assault ships must also lower their own shields during the transport process, leaving them vulnerable to enemy fire.

Koloth-class

The *Koloth*-class frigate is the latest in a long line of variants based on the venerable D7 class. The main difference being the original D7 and the *Koloth* is the warp nacelles and the main boom. The boom is larger to house the additional equipment needed to power the weapon energy boosters. The *Koloth* is armed with phasers and photon torpedoes.

Special Weapon: *Weapons Enhancer*

Provides an increase to both the range and effectiveness of all energy weapons fired from friendly ships that are within a short radius of the frigate.

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 and photon torpedoes, 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*-class can be equipped with gravity mines, which slow the enemy's movement, allowing the larger ships of the fleet to hunt down the enemy.
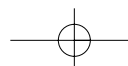
Chuq'Beh-class

The *Chuq'Beh*-class are one of the newest additions to the Klingon fleet, equipped with a cannon capable of hurling disruptor bolts at distant targets and pulse phasers for short-range combat. With a superior recharge rate, the *Chuq'Beh*-class are formidable combat ships at medium and long distances.

SuQ'Jagh-class

The *SuQ'Jagh*-class assault vessel, created during the last Klingon expansion campaign, was originally designed for planetary assaults. Its 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: Polaron Torpedo

The Polaron Torpedo was modified from Dominion technology with the help of Federation engineers. The *Vor'Cha* can be upgraded with Polaron Torpedoes that can pierce through the shields of an enemy and directly damage the ship's systems.
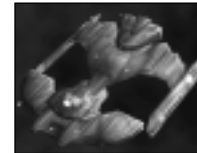
Fek'Lhr-class

The *Fek'Lhr* was named after the mythical Klingon beast and guardian of Gre'Thor, the Klingon afterlife 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.

Special Weapons:

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 disabling its engines.

Ion Storm

After multiple failed attempts, Klingon scientists were able to contain and recreate the deadly Ionic nebulae 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.
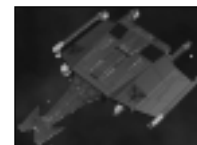
Qeh'Ral-class

While slightly older than the *Negh'Var*-class of ships, the *Qeh'Ral*-class battleship has had a long and distinguished service record with the Empire. It makes up for its lack of speed with a wide assortment of phasers and photon torpedoes.

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 complement are used to defend the borders of 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*

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 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 KLINGON STATIONS
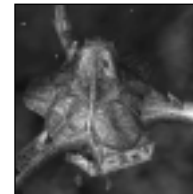
Klingon Starbase

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 the crew pool at a steady rate. Building additional starbases will increase this rate. The station can build construction ships, cargo ships, repair ships, and freighters, the basic units for establishing an outpost in the area. The Klingon Starbase is armed with an array of pulse phasers for defense.

Klingon Dilithium Refinery

The Dilithium Refinery is necessary for harvesting and processing dilithium. The refinery comes with a freighter, which begins mining the nearest dilithium moon or latinum nebula as soon as the mining station is operational. Once the freighter has a full payload, it returns to the refinery to process the raw load.

Klingon Orbital Processing Facility

Klingon Orbital Processing Facilities are built by construction ships and are placed over a planet to tap the planet's metal resources. Once built, they stay in a fixed orbit over the planet while mining.
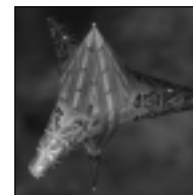
Klingon Disruptor Cannon

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. You must have a starbase in order to build a Disruptor Cannon.

Klingon Sensor Array

The Klingon Sensor Array is an unmanned, small satellite that provides line-of-sight in a wide area around it. The Sensor Array can be modified to use a Tachyon Detection Grid to locate cloaked ships if developed by a research station.

Klingon Trading Station

While savage conquest dominated Klingon history, the benefits of trade have been realized by the Klingon Empire. Once constructed, a trading station can be used to buy or sell dilithium, metal, and latinum—particularly useful when there is an abundance of one resource but a limited supply of another. A cargo ship will need to be constructed at the starbase that can then be sent to other trading stations you construct, or trading stations of other players (when playing Multiplayer). Ferengi traders will periodically send trading ships to any trading stations you construct, generating latinum for you.

Klingon Shipyard

The Klingon Shipyard has two bays, one for construction and one for repair. This allows it to construct or repair one ship at a time. The shipyard can build the *NuQ'Duj*, *Chava'kal*, *B'Rel*, *Vor'Cha*, *SuQ'Jagh*, colony ship, and *Chuq'Beh*-class ships. You must have a starbase in order to build a shipyard.
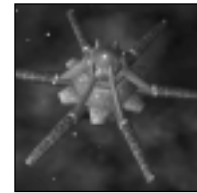
Klingon Torpedo Turret

The Klingon Torpedo Turret is a larger, unmanned defensive platform. It provides support for Klingon outposts by firing quantum torpedoes at all enemy vessels within its range.
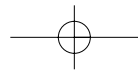
Klingon Weapons Center

The Klingon Weapons Center allows you to upgrade the *NuQ'Duj*, *B'rel*, *Vor'Cha*, *SuQ'Jagh*, *Koloth*, 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 pod has its own shields and can be targeted independently from the main structure. If the weapons center is destroyed, all pods on the center are destroyed with it. A weapons center can build the following pods:

Tachyon Detection Grid—*NuQ'Duj*-class

Gravity Mines—*B'rel*-class

Commando Team—*SuQ'Jagh*-class
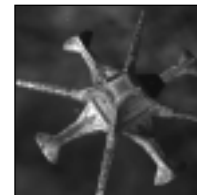
Polaron Torpedo—*Vor'Cha*-class

Ion Cannon—*Negh'Var*-class

Weapons Enhancer—*Koloth*-class

Klingon Imperial Shipyard

The Klingon Imperial Shipyard has two bays, one for construction and one for repair, like its smaller counterpart. The Imperial Shipyard can build the *Koloth*, *Qeh'Ral*, *Negh'Var*, *Fek'Lhr*-class vessels.

Gre'Thor Armory

The Klingon Gre'Thor Armory upgrades the *Fek'Lhr*-class ships. When each new technology is researched, 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 Gre'Thor armory is destroyed, all pods on the armory are destroyed with it. The Gre'Thor armory can build the following pods:

Death Chant—*Fek'Lhr*-class

Repulsion Wave–*Fek'Lhr*-class

Ion Storm–*Fek'Lhr*-class

Energy Dissipator–*Fek'Lhr*-class
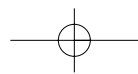
Imperial Research Institute

The Imperial Research Institute is the Klingon center for research and upgrades on shipboard systems. There are five separate ship systems that can be researched and upgraded at the institute: weapons, shields, sensors, engines, and life support. The systems can each be upgraded by two levels: level 2 and level 3. Though they are attached to the institute, each pod has its own shields and can be targeted independently from the main structure.

If the Imperial Research Institute is destroyed, all pods on the institute are destroyed with it.

Shockwave Station

This large station is designed to produce the deadly *Jach'Eng*-class ships. *Jach-Eng* ships 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 ship from the inside, killing the entire crew in the process.

THE BORG COLLECTIVE

The Borg are a monstrously powerful civilization of enhanced humanoids with roots in 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 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

NON-COMBAT SHIPS

Collector

The Collector's function in the Collective is to mine unprocessed dilithium from moons and metal from planets. The Collector is equipped with a mining beam to efficiently perform its function. The Collector does not require offensive weapons for its function.

Note: The Borg Collective does not trade, and has no use for latinum.

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.

Colony Ship

The huge Borg Colony Ships are the ultimate planet assimilation weapon. The planetary assault beam fired from the tip of the Colony Ship is used to eliminate cities and planetary defenses, and then a swarm of drones is beamed onto the planet surface.

COMBAT SHIPS

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.

Detector

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

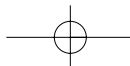**Special Weapon:** *Tachyon Detection Grid*

The Detector can be adapted to use a Tachyon Detection Grid, allowing it to locate cloaked ships within its sensor range.

Wedge

The Wedge is one of the Collective's key tools in assimilation. Armed with pulse phasers and the maneuverability to get in close to an enemy vessel, the Wedge can lock a vessel in its holding beam as it sends boarding parties onto enemy ships.

Note: Borg boarding parties can only be transported onto a ship whose shields are down. Transport Attack will direct the ship to fire at an enemy vessel until the shields are down, and then drones will begin transporting aboard. In addition, the Wedge must also lower its own shields during the transport process, leaving it vulnerable to enemy fire.

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.
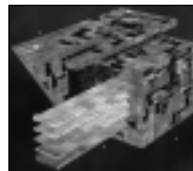
Assimilator

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.
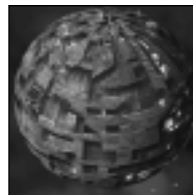
Special Weapon: *Auto-Assimilator*

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

Harbinger

The Harbinger's function in the Collective is to provide long-range artillery assault capabilities against enemy fleets and installations. The Harbinger is armed with long-range high-yield torpedoes.
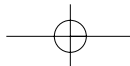
Sphere

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 and requires a moderate number of drones to accomplish its function.
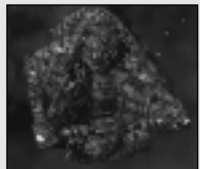
Special Weapon: *Regeneration*

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.

Ultrium Burst

The Diamond can be adapted to fire an Ultrium Burst at multiple enemy targets it has determined as unsuitable for assimilation. The Ultrium Burst severely damages all vessels it targets.
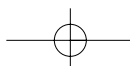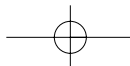
Harmonic Defender

To protect the Collective's fleet vessels, the Harmonic Defender is armed with Fleet Defense Phasers, short-ranged but wide-coverage weapons.

Special Weapon: *Special Energy Recharger*

Will recharge the special weapons energy of any friendly ships within a specified distance.

Cube

The Cube's function in the Collective is to assimilate or destroy all unassimilated vessels and stations. The Cube requires a significant number of drones to perform its function efficiently. The Cube is equipped with high-yield energy torpedoes and energy beams and can assimilate one enemy special weapon.

Special Weapons:

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.

Technology Assimilation Beam

This beam is available on all *Cube*-class ships once you possess a Technology Assimilator. The beam immobilizes the target vessel and assimilates a special weapon from the target vessel (assuming one is present), giving that *Cube*-class ship the ability to use that special weapon. If more than one special weapon is present on the target vessel, then a special weapon is assimilated at random. Assimilating a special weapon and then bringing that Cube to a technology assimi-lator station can equip all *Cube*-class ships in your fleet with that special weapon.

Tactical Cube

The Tactical Cube is a more powerful, more heavily-armored version of the Cube. Each Tactical Cube can assimilate two enemy special weapons.

Special Weapons:

Holding Beam

Technology Assimilation Beam

Fusion Cube

One of the Collective's most powerful vessels, the Fusion Cube is not made from resources at a shipyard, but rather from the fusing together of eight cubes. Armed with eight batteries of phasers and photon banks, the Fusion Cube can also be adapted to assimilate the special weapon technolo-gy of enemy ships—each Fusion Cube can assimilate up to three enemy special weapons.

Special Weapons:

Holding Beam

Technology Assimilation Beam

Tactical Fusion Cube

The most powerful weapon in the Collective, the Tactical Fusion Cube is a more powerful version of the Fusion Cube. Each Tactical Fusion Cube can assimilate up to three enemy special weapons.

Special Weapons:

Holding Beam
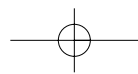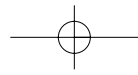
Technology Assimilation Beam

THE BORG STATIONS

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 the drone pool at a steady rate. Building an additional Nexus can increase this rate. The Nexus itself can build Assemblers and Collectors, the basic units for establishing an outpost in an area. The Borg Nexus is armed with an array of energy cannons for defense.

Resource Processing Node

The Resource Processing Node is necessary for harvesting and processing dilithium and metal, essential for the construction of ships and stations. This node comes with a Collector, which begins mining the nearest dilithium moon or planet as soon as the processing node is operational. Once the Collector is full, it returns to the Processing Node to process the resource. Processed metal or dilithium is added to your resource accounts.
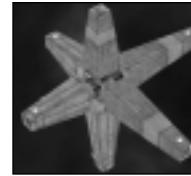
Borg Energy Cannon

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.

Borg Detection Array

The Borg Detection Array is an unmanned, small satellite that provides line-of-sight in a radius around it. The Detection Array can be modified to use a tachyon detection grid to locate cloaked ships if developed at the modification center.

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, Harbinger, Colony Ship, Sphere, Wedge, and Assimilator-class ships.
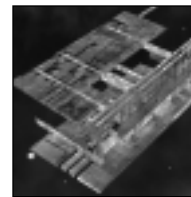
Borg Recycler

The Borg Recycler allows the Collective to gain resources through assimilation. Enemy vessels that have been taken can be brought to the recycler and broken down into their component resources for use by the Collective. The Recycler can also convert dilithium into metal and vice versa.
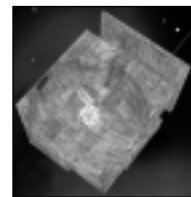
Borg Torpedo Turret

The Borg Torpedo Turret is a larger, unmanned defensive platform. It provides support for Borg installations by firing energy torpedoes at all enemy vessels within its range.
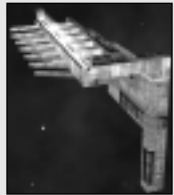
Modification Center

The Borg Modification Center allows you to modify the Detector, Interceptor, Sphere, Assimilator, Harmonic Defender, and Cube-class ships, each with its 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 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 center are destroyed with it. A modification center can build the following pods:

Tachyon Detection Grid—Detector

Transwarp Drive—Interceptor

Auto-Assimilator—Assimilator

Regeneration—Sphere

Holding Beam—Cube

Special Energy Recharger—Harmonic Defender

Technology Assimilator

The Borg use the Technology Assimilator station to supplement the special weapons of all of its fleet's cubes. When an assimilated ship is fed into the technology assimilator, any special weapon that it has is added to the Cubes' repertoire. The appropriate node is then added to a spoke on the Technology Assimilator, while the enemy vessel is destroyed.

Researched at the Technology Assimilator, the Collective Hub is the technology that is necessary to assemble Fusion Cubes and Tactical Fusion Cubes out of groupings of eight Cubes or Tactical Cubes.
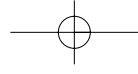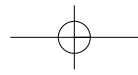
Advanced Assembly Matrix

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, Tactical Cube, Harmonic Defender, and Diamond-class ships.

Technology Node

The Borg Technology Node allows you to modify the Diamond-class vessels. When each new technology is acquired, a new pod is built onto the technology node. Though they are attached to the node, each pod has its own shield and can be targeted independently from the main structure. If the technology node is destroyed, all pods on the facility are destroyed with it. The technology node can build the following pods:

Shield Remodulation—Diamond

Computer Override—Diamond

Nanites—Diamond

Ultrium Burst—Diamond

Borg Ship Upgrade Facility

The Borg Ship Upgrade Facility is the Collective's center for research and upgrades on shipboard systems. There are five separate ship systems that can be researched and upgraded at the facility: weapons, shields, sensors, engines, and life support. The systems can each be upgraded by two levels: level 2 and level 3. Though they are attached to the facility, each pod has its own shields and can be targeted independently from the main structure. If the Borg Ship Upgrade Facility is destroyed, all pods on the facility are destroyed with it.
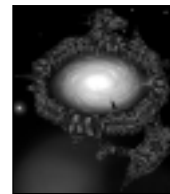
Transwarp Gate

The Transwarp Gate allows the Collective to open a transwarp conduit from the gate's origin to another location. Any number of vessels can travel either way through the conduit while it is open. The tremendous energy required to maintain the conduit prevents it from being open permanently.

THE ROMULAN STAR EMPIRE

The Romulans are an offshoot of the Vulcan people, having 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

NON-COMBAT SHIPS

Freighter

The Romulan freighter is outfitted with a reinforced hull, capable of carrying large amounts of unprocessed dilithium, or latinum. The drain of energy required to carry their heavy payload limits the freighter's speed. Freighters have no weapons, though 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-person engineering shuttlecraft are deployed from the construction vessel. While the construction ship transports the raw materials, the workers assemble the areas with welding lasers. Like freighters, construction vessels are not armed. They do have a tractor beam that allows them to tow derelicts and ships with disabled engines.
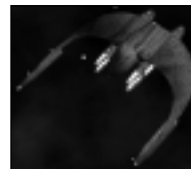
Repair Ship

The Romulan repair ships are able to provide mobile repair capabilities to both ships and facilities. Unarmed, they are heavily fortified so that they may carry out their critical duties, even in combat situations.

Cargo Ship

Romulan merchant ships trade with many worlds and races throughout the galaxy, moving between the trading stations near worlds both inside and outside the Star Empire. They are equipped with excellent shields but no defensive armaments, relying on their maneuverability to get them out of harm's way.

Colony Ship

The Romulan Empire continues to search for new planets to colonize. The Romulan colony ship is able to transport enough colonists and supplies to start a fledgling colony. Once the colony is in place, the colony ship is automatically decommissioned and broken into its component parts to be used by the colonists.

COMBAT SHIPS

Note: All Romulan combat ships are equipped with a cloaking device, allowing them to move through space undetected.

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.

Special Weapon: Tachyon Detection Grid

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

Kestrel-class

The *Kestrel*-class assault ship is designed to transport Centurion assault troops across the reaches of space. The Centurions are specially trained to perform quick and efficient boarding actions, seizing control of enemy vessels and bases in record time.

Note: Centurions can only be transported onto a ship whose shields are down. Transport Attack will direct the ship to fire at an enemy vessel until the shields are down, and then begin transporting centurions aboard. In addition, the assault ships must also lower their own shields during the transport process, leaving them vulnerable to enemy fire.

Shrike-class

The *Shrike*-class is a favorite of the Tal Shiar, the Romulan Intelligence Agency, for its stealth and speed. Its cloaking device allows Tal Shiar operatives to conduct covert operations in unsanctioned areas of space. *Shrike*-class vessels are equipped with two forward-firing plasma cannons.
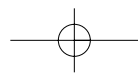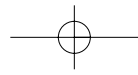
Special Weapon: *Romulan Spy*

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 spy onto enemy vessels without lowering its shields or decloaking. If successfully transported, the Romulan spy accesses the enemy's sensors, giving it line-of-sight on a targeted enemy ship or station for a short period of time. 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 for a short period of time.
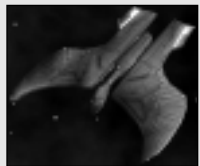
Veles-class

The *Veles*-class is a protector of the Romulan fleet. Equipped with four banks of photon torpedoes and a standard arrangement of phasers, they make a formidable foe in battle. Additionally, Romulan weapons scientists have enabled the *Veles* to extend the power of a cloaked fleet of Romulan warships with its special weapon.

Special Weapon: *Cloak Enhancer*

Veles-class vessels can be upgraded to use a Cloak Enhancer. When activated, this device allows nearby cloaked ships to perform actions that they could not otherwise perform while cloaked, including the use of their weapons.
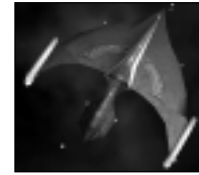
Raptor-class

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's Corps of Engineers and stole the plans for the weapon.

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 of an enemy vessel, rendering them ineffective in combat.
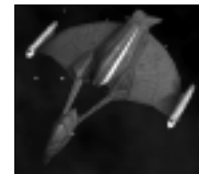
Griffin-class

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 *Griffins* are armed with powerful phasers.

Special Weapon: *Sensor Jammer*

Griffins can also be outfitted with a Sensor Jammer. The sensor jammer unleashes a subspace wave that disables all enemy ships' sensors in its wake.

Draconarius-class

One of the latest additions to the Romulan fleet, the *Draconarius*-class is a sleek and deadly attack cruiser, capable of inflicting punishing damage through its banks of phasers and photon torpedoes.

Shadow-class

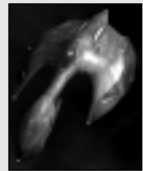The Tal Shiar, having need of a vessel more suited to their covert operations, assembled the greatest military scientists in the Star Empire. The culmination of their efforts resulted in the *Shadow*-class. The technology on board the *Shadow* is extremely classified, so much so that even members of 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 outfitted with a Holo-emitter, the projection manipulates enemy sensors by reversing their warp signatures and appearance. This causes affected ships to inadvertently target their allies.

Psychonic Blast

The *Shadow's* deflector dish can also be rigged to emit a subspace 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 competed 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.
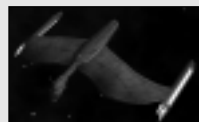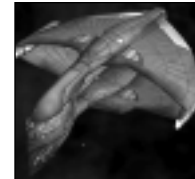
Venator-class

The *Venator* is one of the newest ship designs to come from the ship design yards at Romulus. A battleship intended to compliment the mighty Romulan *Warbird*, the *Venator* is slightly smaller, yet is equipped with longer range phasers.
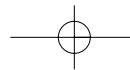
Warbird-class

The *Romulan Warbird*, designated the *D'deridex*-class, is a massive spaceship and the flagship of the Romulan fleet. The *Warbird* is equipped with powerful plasma torpedoes and phasers. The combination of offensive strength, maneuverability, 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 captains 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: *Spatial Rift*

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

THE ROMULAN STATIONS

Romulan Starbase

The Romulan Starbase is the center of the Romulan fleet in a sector. Once a starbase is operational, crew begins to be transported into the crew pool at a steady rate. Building additional starbases will increase this rate. The station can build construction ships, cargo ships, and freighters, the basic units for establishing an outpost in the area. The Romulan Starbase is armed with an array of pulse phasers for defense.
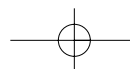
Romulan Mining Facility

The Romulan Mining Facility is necessary for harvesting and processing dilithium. The facility comes with a freighter, which begins mining the nearest dilithium moon or latinum nebula as soon as the Mining Facility is operational. Once the freighter has a full payload, it returns to the Mining facility to process the raw load.

Romulan Orbital Processing Facility

Romulan Orbital Processing Facilities are built by construction ships and are placed over a planet to tap the planet's metal resources. Once built, they stay in a fixed orbit over the planet while mining.

Romulan Plasma Cannon

The Romulan Plasma Cannon is a small, unmanned defensive platform. It provides support for Romulan outposts by firing pulse phasers at all enemy vessels within its range.

Romulan Spy Satellite

The Romulan Spy Satellite is an unmanned, small satellite that provides line-of-sight in a radius around it. The spy satellite can be modified to use a Tachyon Detection Grid to locate cloaked ships if developed by a research station.

Romulan Trading Station

The Star Empire extends far into the galaxy, bringing Romulan trade and influence to myriad worlds. Once constructed, a trading station can be used to buy or sell dilithium, metal, and latinum—particularly useful when there is an abundance of one resource but a limited supply of another. A cargo ship will need to be constructed that can then be sent to other trading stations you construct, or trading stations of other players (when playing Multiplayer). Ferengi traders will periodically send trading ships to any trading stations you construct, generating latinum for you.
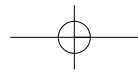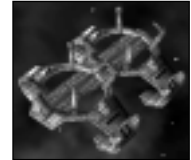
Romulan Shipyard

The Romulan Shipyard has two bays, one for construction and one for repair. This allows it to construct or repair one ship at a time. The Romulan shipyard can build the *Talon*, *Shrike*, *Kestrel*, *Griffin*, *Draconarius*, *Raptor*, and colony-class ships.

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.
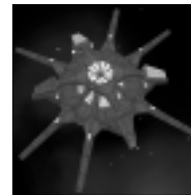
Romulan Covert-Ops. Facility

The Romulan Covert-Ops Facility allows you to upgrade the *Talon*, *Shrike*, *Raptor*, *Griffin*, *Veles*, and *Warbird*-class, each with their own special weapon. When each new ship's technology is researched, a new pod is built onto the covert ops facility. Though they are attached to the facility, each pod has its own shields and can be targeted independently from the main structure. If the covert ops facility is destroyed, all pods on the facility are destroyed with it. A 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

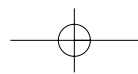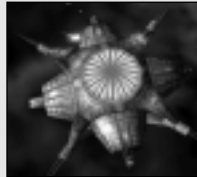**Shield Inversion Beam—***Warbird*-class

Cloak Enhancer—*Veles*-class

Romulan Advanced Shipyard

The Romulan Advanced Shipyard has two bays, one for construction and one for repair, like its smaller counterpart. The advanced shipyard can build the *Veles*, *Shadow*, *Venator*, and *Warbird*-class vessels.

Tal Shiar Facility

The Tal Shiar, the secret Romulan Intelligence Agency, has created this facility to modify the *Veles* and *Shadow*-class vessels. When each new technology is researched, a new pod is built onto the facility. Though they are attached to the facility, each pod has it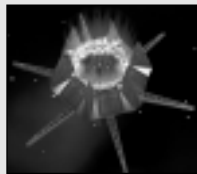s own shields and can be targeted independently from the main structure. If the facility is destroyed, all pods on the facility are destroyed with it. The facility can build the following pods:

Holo-emitter—*Shadow*-class

Psychonic Blast—*Shadow*-class

**Energy-Shield Converter—***Shadow*-class

Phase Cloak—*Shadow*-class

Star Empire Research Institute

The Star Empire Research Institute is the Romulan center for research and upgrades on shipboard systems. There are five separate ship systems that can be researched and upgraded at the Institute: weapons, shields, sensors, engines, and life support. The systems can each be upgraded by two levels: level 2 and level 3. Though they are attached to the institute, each pod has its own shields and can be targeted independently from the main structure. If the Star Empire research institute is destroyed, all pods on the institute are destroyed with it.
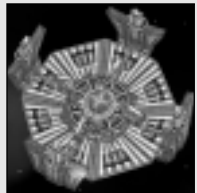
Phoenix Facility

The Phoenix Facility constructs the *Phoenix*-class vessel. The Phoenix is armed with a Spatial Rift creator, a weapon that creates an expanding tear in the space-time continuum that does massive damage to any ship or station within its range. The ship and crew are destroyed in the resulting explosion.

THE CARDASSIAN UNION

The Cardassian Union is a powerful alliance of worlds with the homeworld of Cardassia at its heart. Poor in natural resources, the home of the Cardassians drove the evolution of their ruthless desire to gather and expand. After many years of hostilities towards the Federation, the ruling body of the Cardassian government—the Detapa Council—begrudgingly signed the Federation-Cardassian treaty of 2370. Soon afterwards, an invasion by the Klingon Empire—who suspected that the Detapa Council had been compromised by agents of the Dominion—left the Cardassian government angered and humiliated. Rumors have made their way to the busy trade routes of the Alpha Quadrant that Cardassian military scientists have been called back to Cardassia.

THE CARDASSIAN FLEET

NON-COMBAT SHIPS

Freighter

The Cardassian freighter uses its mining beams to extract and transport dilithium and latinum for processing. The drain of energy required to carry their heavy payload limits the freighter's speed. Freighters have no weapons, though their heavy shielding allows them to withstand considerable damage in combat.
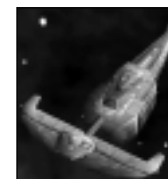
Construction Ship

The Cardassian construction ship is loaded with a team of workers in its cargo bay. When constructing a station, these one-person engineering shuttlecraft are deployed from the construction vessel. While the construction ship transports the raw materials, the worker bees assemble the areas with welding lasers. Like freighters, construction vessels are not armed. They do have a tractor beam that allows them to tow derelicts and ships with disabled engines.

Repair Ship

The Cardassian repair ships are able to provide mobile repair capabilities to both ships and facilities. Unarmed, they are heavily fortified so that they may carry out their critical duties, even in combat situations.

Cargo Ship

Cardassian merchant ships trade with many worlds and races throughout the galaxy, moving between the trading stations near worlds both inside and outside the Cardassian Union. They are equipped with excellent shields but no defensive armaments, relying on their maneuverability to get them out of harm's way.
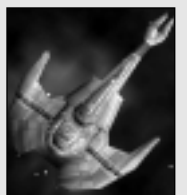
Colony Ship

In its never-ending quest for more resources, the Cardassian Union continues to seek out new worlds to colonize. The Cardassian colony ship is able to transport enough colonists and supplies to start a fledgling colony. Once the colony is in place, the colony ship is automatically decommissioned and broken into its component parts to be used by the colonists.

COMBAT SHIPS

Hideki-class Scout

This versatile class of ship primarily serves in a patrol capacity with the Cardassian fleet, capitalizing on its superior speed and agility. In fact, many Cardassian commanders have employed them as fighters, a role in which they excel. A common Cardassian tactic is to have *Hidekis* perform hit and run attack against large enemy capitol ships. In addition, *Hidekis* are often used in a shuttle capacity for important personnel. The *Hideki* is equipped with a cloaking device.

Special Weapon: *Tachyon Detection Grid*

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

Janissary-class

Recently introduced into the Cardassian fleet, the *Janissary* carries two reinforced companies of Cardassian Marines. Designed to deploy its cargo both quickly and efficiently to the target (a ship or a facility), the *Janissary* is capable of all manner of boarding actions.

Note: Marines can only be transported onto a ship whose shields are down. Transport Attack will direct the ship to fire at an enemy target until the shields are down, and then begin transporting marines aboard. In addition, the assault ships must also lower their own shields during the transport process, leaving them vulnerable to enemy fire.

Vasad-class

Introduced to safeguard the Cardassian fleets in combat, the *Vasad* is armed with powerful phaser banks and photon torpedoes. Further, the *Vasad* can be adapted to scramble enemy sensors and make targeting the ships that surround the frigate more difficult.

Special Weapon: *Sensor Scrambler*

When activated, *Vasad*-class ships outfitted with the Sensor Scrambler will make target acquisition of any friendly ships within a specified distance of the frigate considerably more difficult.
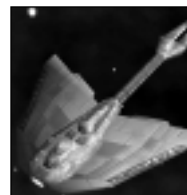
Gul Vystan-class

Named for a Cardassian general whose wholehearted support of the former Obsidian Order was legendary, the *Gul Vystan* is a class of ship used extensively in espionage-related activities. To this end, it is equipped with a cloaking device allowing it to penetrate enemy lines undetected.

Special Weapon: *Flux Wave*

Gul Vystan ships outfitted with this special weapon can create a wave that emanates out from the ship, sending any ship (enemy or friendly) spinning around for a specified amount of time. Once the wave effect is over, ships caught in it will return to normal, though may still be disoriented for a small amount of time.

Legate-class

The *Legate*-class cruiser is equipped with powerful plasma torpedoes, providing the ship with long-range bombardment capabilities. Fleets with the *Legate* in it gain the benefits of its extended offensive range.

Brinok-class

Brinok-class ships are long-range patrol cruisers that are frequently found patrolling the borders of the Cardassian Union. They are equipped with cloaking devices and a devastating array of plasma banks and phasers—making them lethal opponents in combat.

Special Weapon: *Drones*

Brinok-class ship can be adapted to launch a number of remote piloted drones at a target that are extremely difficult to evade.

Rasilak-class

A lightly armed and armored ship, the *Rasilak* class of ship relies on its quickness and maneuverability to penetrate enemy lines. Once near an enemy vessel, it can deliver a debilitating payload.

Special Weapon: *Micro-organisms*

Once equipped with this special weapon, a *Rasilak* can deliver a host of micro-organisms to a target ship that will eat away the ship's hull.

Sartan-class

Built for speed and offense, the *Sartan* is designed to be the quick-strike tool of the Cardassian fleet. While its hull is slightly stronger than that of an average destroyer, it is lightly shielded.

Kulinor-class

Recently introduced by Cardassia's secretive military engineers, the *Kulinor* is the dark new jewel of the fleet. Armed with phasers and heavy shields, the *Kulinor* is capable of front-line offensive combat. The new technologies it can be outfitted with make it a devastating multi-purpose vessel.

Special Weapons:

Plasma Cannon

Designed for planetary bombardment, the Plasma Cannon is slung underneath the *Kulinor* and launches a super-dense projectile at a planet's surface. The only valid target for a Plasma Cannon is a planet, and when a planet is successfully struck, it will reduce the target planet's population.

Quantum Singularity Effect

If equipped with this special weapon, the *Kulinor* can open a gate to fluidic space and bring a Species 8472 ship across. The Species 8472 ship gated in will then attack the nearest ship. If the *Kulinor* that opened the gate is the closest ship, then it will be the first to go.

Impulse Engine Boost

Once outfitted with this technology, the *Kulinor* can receive a temporary speed boost.

Shield Harmonics Disruptor

Equipped with this technology, the *Kulinor* can lower the shields of an enemy ship for as long as the special energy permits. Once the effect is over, the target ship's shields will return to normal.

Galor-class

Until the introduction of the *Keldon*-class, the *Galor* was the most powerful vessel in the Cardassian fleet. Equipped with both phasers and plasma banks, the *Galor*-class ships are powerful and dangerous adversaries.

Keldon-class

The *Keldon*-class of ship are the new flagship of the Cardassian fleet. Although it uses the same basic hull design as the *Galor*, the *Keldon* is equipped with more powerful phasers and plasma banks. In addition, the Cardassians have also equipped *Keldon* class ships with cloaking devices.
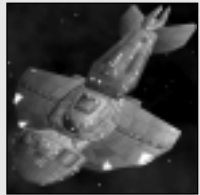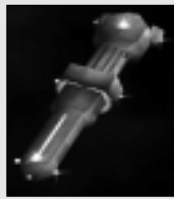
Special Weapon: Plasma Bank Overload

Once equipped with this special weapon, a *Keldon* can overload its own plasma banks and delivers a deadly barrage of plasma energy to a target.

Dreadnought Missile

Often referred to as the Cardassian super weapon, the *Dreadnought* is very expensive in terms of resources to produce. It carries a charge of a thousand kilograms of anti-matter, enough explosive power to destroy a small moon. It is unmanned and once a target is chosen and the missile hits its target, the target will most certainly be destroyed. One of the uses of the *Dreadnought* is to take out large stationary targets such as starbases and defensive outposts.
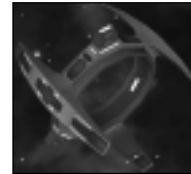
THE CARDASSIAN STATIONS

Cardassian Starbase

The Cardassian Starbase is the center of the Cardassian fleet in a sector. Once a starbase is operational, crew begins to be transported into the crew pool at a steady rate. Building additional starbases will increase this rate. The station can build construction ships, cargo ships, and freighters, the basic units for establishing an outpost in the area. Once a starbase is constructed, mining stations, phaser turrets, sensor arrays, colony ships, trading stations, shipyards, and research stations can be built. The Cardassian starbase is armed with an array of pulse phasers for defense.

Cardassian Mining Station

The Cardassian Mining Station is necessary for harvesting and processing dilithium. The facility comes with a freighter, which begins mining the nearest dilithium moon or latinum nebula as soon as the mining station is operational. Once the freighter has a full payload, it returns to the mining station to process the raw load.

Cardassian Orbital Processing Facility

Cardassian Orbital Processing Facilities are built by construction ships and are placed over a planet to tap the planet's metal resources. Once built, they stay in a fixed orbit over the planet while mining.

Cardassian Phaser Turret

The Cardassian phaser turret is a small, unmanned defensive platform. It provides support for Cardassian outposts by firing at all enemy vessels within its range. You must have a starbase to build a phaser turret.
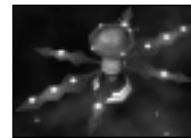
Cardassian Sensor Array

The Cardassian sensor array is an unmanned, small satellite that provides 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 by a research station.

Cardassian Trading Station

Though the Cardassians have a ruthless reputation, they've also learned the benefits of trade. Once constructed, a Trading Station can be used to buy or sell dilithium, metal, and latinum—particularly useful when there is an abundance of one resource but a limited supply of another. A cargo ship will need to be constructed that can then be sent to other trading stations you construct, or trading stations of other allied players (when playing Multiplayer). Ferengi traders will periodically send trading ships to any trading stations you construct, generating latinum for you. You must have a starbase in order to build a trading station.

Cardassian Shipyard

The Cardassian Shipyard has two bays, one for construction and one for repair. This allows it to construct or repair one ship at a time. The Cardassian shipyard can build the *Hideki*, *Colony*, *Sartan*, *Janissary*, *Gul Vystan*, *Brinok*, *Legate*, and *Rasilak*-class ships.

Cardassian Plasma Turret

The Cardassian Plasma Turret is a larger, unmanned defensive platform. It provides support for Cardassian outposts by firing plasma torpedoes at all enemy vessels within its range.

Cardassian Military Research Center

The Cardassian Military Research Center allows you to upgrade the *Hideki*, *Brinok*, *Gul Vystan*, *Rasilak*, *Vasad*, and *Keldon*-class, each with their own special weapon. When each new ship's technology is researched, a new pod is built onto the Military Research Center. Though they are attached to the center, each pod has its own shields and can be targeted independently from the main structure. If the Military Research Center is destroyed, all pods on the center are destroyed with it. A Military Research Center can build the following pods:

Tachyon Detection Grid—*Hideki*-class

Drones—*Brinok*-class

Flux Wave—*Gul Vystan*-class

Micro-organisms—*Rasilak*-class

Plasma Bank Overload—*Keldon*-class

Sensor Scrambler—*Vasad*-class
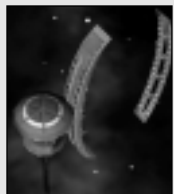
Cardassian Advanced Shipyard

The Cardassian Advanced Shipyard has two bays, one for construction and one for repair, like its smaller counterpart. The Advanced Shipyard can build the *Kulinor*, *Vasad*, *Galor*, and *Keldon*-class vessels.
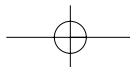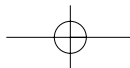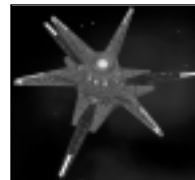
Cardassian Advanced Research Station

The Advanced Research Station upgrades the *Kulinor*-class vessels. When each new technology is researched, a new pod is built onto the advanced research 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 advanced research station is destroyed, all pods on the station are destroyed with it. The *Kulinor*-class vessels can be built without the Advanced Research Station, but their special weapons must be researched at it. The Advanced Research Station can build the following pods:

Impulse Engine Boost—*Kulinor*-class

Quantum Singularity Effect—*Kulinor*-class

Plasma Cannon—*Kulinor*-class

Shield Harmonics Disruptor—*Kulinor*-class

Cardassian Research Institute

The secretive Cardassian military research engineers have put the fruits of their research into the Research Institute. There are five separate ship systems that can be researched and upgraded at the institute: weapons, shields, sensors, engines, and life support. The systems can each be upgraded by two levels: level 2 and level 3. Though they are attached to the institute, each pod has its own shields and can be targeted independently from the main structure. If the Research Institute is destroyed, all pods on the Institute are destroyed with it.

Cardassian Advanced Robotics Institute.

Recent breakthroughs in advanced robotics have driven the Detapa Council to devote entire facilities to further this research. These research facilities have led to the development of the Dreadnought missile, which is now built at the Advanced Robotics Institute.

SPECIES 8472

First encountered by the Borg in the Delta Quadrant in 2373, Species 8472 is unlike any race in the galaxy. Interdimensional beings, Species 8472 originate outside of the known universe—from a place with no planets or stars, but only bio-matter. Known as Fluidic Space, Species 8472 can traverse the divide between there and the conventional universe through quantum singularities. Single-minded in purpose, they pose a threat to all other races in their aggression. Requiring only Bio-matter to function, Species 8472 has no need of dilithium, metal, or latinum—and virtually every object they encounter can be broken down into some degree of Bio-matter. Their "ships" and "stations" are in fact organic life-forms genetically designed to a specific purpose, many are crewed by a single creature, and nearly all of them are mobile. The organic nature of their structures negates the need for repair—they are all capable of regeneration. Furthermore, their technology is so different and advanced that they cannot be boarded or assimilated, and tractor beams have no effect. There is no creation of separate units at different shipyards—the different organisms have the ability to transform themselves into other forms of units. Their presence in the universe is hostile, and they have already marked the Borg and the Federation as their enemies.

SPECIES 8472 ORGANISMS
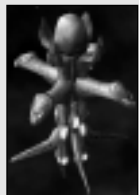
Mother

A very large, slow moving unit, the Mother is the central organism of Species 8472. There are two basic types of organisms that are generated by the Mother: Active and Passive embryos. The Mother is armed with Bio-pulse beams.

Active Embryo

This unit is a hard shell organism that can eventually transform into the more active and mobile Species 8472 "ships." The Active organism is capable of transforming itself into the following units: Scout, Destroyer, Cruiser, Launcher, and Collector. Active Embryos have tractor beams for towing ships.

Passive Embryo

This unit is a softer, amoeba-like organism that can transform into the less active facility-like structures of Species 8472. The Passive organism is able to transform itself into the following units: Mother, Transmuter, Enhancer, Biogenesis Core, Metogenesis Core, and Fluidic Gate. Passive Embryos have tractor beams for towing ships.

ACTIVE UNITS

Scout

Species 8472 uses this class of organism as scouts because they are fast, maneuverable, and possess excellent sensory abilities. The *Scout* has a basic bio-pulse beam as armament, and is capable of moderate regeneration.

Special Weapons:

Clairvoyance

If adapted to use clairvoyance, the *Scout* is able to probe the minds of crewmen aboard nearby vessels, and see what they see while the special energy lasts. This special weapon is particularly effective during the early stages of exploration as the scout ship can map areas of space without having to venture there. It is also useful to determine the size of an attacking fleet before they reach your sensor range. Cloaked ships are immune to clairvoyance.

Tachyon Detection Grid

Scouts can have their sensor arrays modified to use a Tachyon Detection Grid, allowing them to detect cloaked ships within their sensor range.

Destroyer

This is a lightly armed and armored assault unit. Though the *Destroyer* has less powerful regenerative capabilities than the other warships, it offers increased maneuver-ability and speed. It is armed with bio-pulse beams.

Special Weapon: *Clairvoyant Link*

When equipped to use Clairvoyant Link, the *Destroyer* can create and maintain a psionic lock on a target ship, tracking them through space and gathering information through their sensors. A ship can track only a single vessel at a time.

Clairvoyant link can be especially effective when attempting to locate the enemy's starbase—damaging an enemy ship and then using the link to track them back to their shipyard as they attempt to get repairs.

Cruiser

A mid-level assault organism equipped with an arrangement of bio-pulse weapons, the *Cruiser* is a powerful unit in the Species 8472 arsenal. The *Cruiser* is lightly armored, but fast and maneuverable.

Special Weapon: *Psionic Disruption*

The *Cruiser* can be modified to use psionic disruption, a weapon that renders its target incapable of immediate action. Movement and offensive actions are delayed or even halted while the weapon is in effect.

Launcher

More heavily armored than the *Cruiser*, this ship is armed with long-range organic artillery. The *Launcher* can provide long-range offensive capabilities to the Species 8472 fleets.

Battleship

The primary warship used by the Species 8472 fleet, the *Battleship* is armed with a very powerful bio-pulse beam. One of the largest bio-matter ships encountered by other races, the *Battleship* is fearsome in combat.

Special Weapon: *Psionic Insanity*

Battleships outfitted with this special weapon are able to release a wave that makes all non-Species 8472 ships unable to determine who their enemy actually is. The effected ship will fire randomly at nearby targets throughout the duration of the effect. In certain situations, ship captains have been known to initiate their ship's self-destruct sequence, thinking the situation hopeless.

Frigate

Slightly larger than the *Battleship*, Species 8472's *Frigate* is a specialized fleet defense organism. While not designed for lone offensive actions, the *Frigate* equipped with a bio-pulse conduit can ensure victory in a closely pitched battle.

Special Weapon: *Bio-Pulse Conduit*

When grouped with four to eight operational *Battleships*, the Bio-Pulse Conduit becomes an effective super-weapon. When the order is given to activate the bio-pulse conduit, the supporting *Battleships* form a ring around and slightly behind the *Frigate*. As each battleship fires its primary weapon at the aft of the *Frigate*, the energy is redirected into an immensely powerful Bio-Pulse Beam that is capable of destroying even the most powerful enemy ships.

Behemoth

One of the most awesome ships seen in the universe, Species 8472's *Behemoth* is a gigantic vessel. Though slow to move and to regenerate, the *Behemoth* is nonetheless a powerful threat to enemy fleets. Its defensive projectile targeting system destroys incoming torpedo weapon fire before it can do damage. The *Behemoth* can be upgraded with devastating special weapons.

Special Weapons:

Nebula Generation

This special weapon allows the *Behemoth* to create a special fluidic nebula by excreting matter from pores that form a ring around the ships body. It is a time consuming process, but when complete, there will remain a diffuse mass of interstellar dust and gas. The nebula prevents other races from building within its boundaries, and it creates warp inhibitor fields that prevent ships from using warp. The generated nebula decays over time and will eventually collapse.

Nebula Flux

When fired into a nebula, this weapon causes a destructive reaction that spreads from the center of the nebula to its outer reaches. The amount of damage is dependent on the type of nebula. The targeted nebula remains behind afterwards and operates as it always did.

Transient Rift

This special weapon allows a *Behemoth* to travel to any explored point on the map by opening a temporary rift to Fluidic Space. Two rifts are created, one at the source and one at the destination point. This allows travel between the two points.

Collector

Moving through space seizing disabled and derelict ships and stations, the *Collector* is able to begin breaking down their component parts into useable resources. The *Collector* can be used on an actual resource (such as a dilithium moon) or a ship or station that used resources during its construction. When its storage is full, it delivers the payload to a transmuter for conversion into Bio-matter.

Special Weapon: *Resource Extraction Beam*

Similar to the mining beam seen on mining ships of other races, the Resource Extraction Beam reaches out for a nearby vessel and begins draining it of resources, breaking it down into component parts.

Defender

This is unit constructs *Sentinels* and lays *Mines*, and has no defensive weaponry.

Mines

A small organism that sits immobile in an area of space and only reacts to the presence of enemy starships, the *Mine* is a treacherous threat to enemy races. As an enemy ship approaches, the *Mine* moves at high-speed towards the vessel and latches onto its hull. It emits a stream of corrosive acids that eat though the hull, lowering its overall integrity. The longer the effect goes on, the more damage is done.
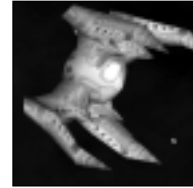
Sentinel

The *Sentinel* is an organic mass that acts as a defensive emplacement. This immobile turret-like organism is more damaging than mines and it has a longer range, firing on enemy vessels that enter its sector of space. Initially equipped with basic plasma beam weapons, as ship upgrades are researched, its weapon capabilities improve.

PASSIVE UNITS

Transmuter

The function of the Species 8472 Transmuter is to convert bio-matter gathered by a Collector into usable bio-matter materials. The bio-matter transmutation occurs after the collector deposits its payload in the Transmuter. Heavily armored and capable of quick regeneration, the Transmuter is essential to Species 8472. The Transmuter is also capable of movement.

Enhancer

This organism has been genetically designed to further the technology of the Species 8472 forces. When each new technology is researched, a new pod grows onto the organism. Though they are attached, each pod has its own "shields" and can be targeted independently from the main structure. If the enhancer is destroyed, all pods are destroyed with it. The Enhancer organism can build the following pods:

Clairvoyance—*Scout*

Tachyon Detection Grid—*Scout*

Clairvoyant Link—*Destroyer*

Psionic Disruption—*Cruiser*

Psionic Insanity—*Battleship*

Biogenesis Core

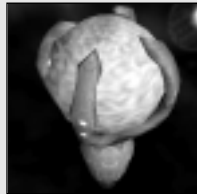This organism is similar to the Enhancer, focusing on more advanced special weapon technologies. The following technologies can be researched at the Biogenesis Core:

**Bio-Pulse Conduit—***Frigate*

Nebula Generation—*Behemoth*

Nebula Flux—*Behemoth*

Transient Rift—*Behemoth*

Metogenesis Core

Genetically engineered to improve the systems of the organisms of Species 8472, the Metogenesis Core is equipped with excellent armor and regeneration power. There are four separate ship systems that can be researched and upgraded: weapons, regeneration, sensors, and engines. The systems can each be upgraded by two levels: level 2 and level 3. Though they are attached to the organism, each pod has its own shields and can be targeted independently from the main structure. If the Metogenesis Core is destroyed, all pods are destroyed with it.
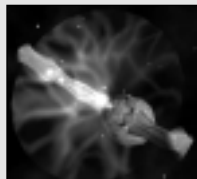
Fluidic Gate

The key to Species 8472's ability to cross between dimensions, the Fluidic Gate is an organic structure used to create and stabilize a quantum singularity. Aside from the mines, turret-like sentinels, and research centers, this is the only 8472 unit that is immobile. It has no defensive capabilities and is generally constructed in an area with additional protection. Each unit summoned has a pre-determined bio-matter cost. The fluidic gate can summon in the following organisms: defender, frigate, and behemoth.

FERENGI ALLIANCE

Originally from the planet Ferenginar, the interstellar civilization of the Ferengi has come to dominate galactic trade routes with their highly evolved form of capitalism. Bound to a strict code of honor known as the Rules of Acquisition, Ferengi traders have become an inescapable part of Federation commerce. Interested in galactic politics only inasmuch as they might increase their profits, the Ferengi actively trade with any worlds or civilizations that might expand their sphere of economic influence.

Building trading stations will automatically attract Ferengi cargo ships to trade with you, providing you with latinum.

Derelict ships will also attract Ferengi scavenger ships, who will attempt to take the ships for their parts.

TRANSPORTING CREW

You can 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 have been killed. This will allow the ship to repair and fire faster. You 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, you 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. Once the enemy ship's crew reaches zero, your crew will take control of the ship.

PLACING BUILDINGS ON THE MAP

You can only place a station on the map in certain locations. If a station can be placed onto the map at a given location, the ghost of the station will appear with a green square around it. If a red square appears around it, that means that you cannot build at that location.

MAP OBJECTS

The game field may be populated by many different types of objects. These include well known astronomical phenomena, as well as some unique to the Star Trek universe.
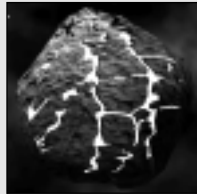
DILITHIUM MOONS

These large floating rocks are the main source of dilithium, necessary for warp engines. Each moon is capable of being mined by freighters for dilithium crystals. Blue dilithium moons have a fixed amount of the resource—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. Dilithium moons, like planets, create a gravity well which inhibits warp travel in their vicinity.

PLANETS

There are six different classes of planets that you can encounter. All planets supply metal, although in varying amounts, that can be harvested with orbital processing facilities or the resource collectors of some races. Some planets are capable of supporting life, and are therefore able to be colonized. You must use a colony ship to colonize a planet. Once colonized, the planet will provide a steady influx of crew to your crew pool.

Note: Species 8472 DO NOT colonize planets.

The six classes of planets are:
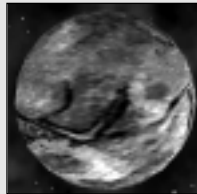
Class D Planet

These planets are small, rocky planetoids. They are generally rich in metals, but not capable of supporting life.
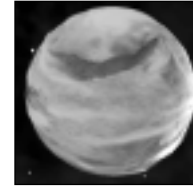
Class H Planet

These planets tend to be extremely dry and are often referred to as desert planets. Class H planets can only support a sparse civilian population, though they have high metal contents.

Class J Planet

Class J planets are gas giants with turbulent atmospheres, similar to Jupiter and Saturn from Earth's solar system. While these planets possess rich metal deposits, they cannot be colonized.
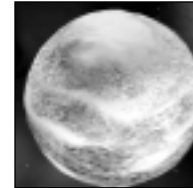
Class K Planet

Class K planets are arctic worlds, with a small amount of harvestable metal. A light population can be established.
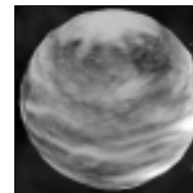
Class L Planet

Class L planets are small, rocky, terrestrial worlds with thin atmospheres and extreme temperatures, capable of supporting a medium civilian population. A small amount of metal is available from Class L planets.
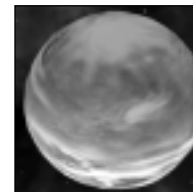
Class M Planet

These are worlds with oxygen-nitrogen atmospheres and are highly supportive of organic life. The Class M planets can support a heavy civilian population.

Planet Class	Metal Content	Max. Civilian Pop.
Class J	High	—
Class H	High	Sparse
Class D	Medium High	—
Class M	Medium	Heavy
Class L	Low	Medium
Class K	Low	Light

The gravitational well of a planet prevents ships from traveling in warp speed within a specified radius around the planet—providing a natural defense for a base built nearby, as enemies won't be able to warp directly into your base.

Note: Gravitational wells show up as purple, circular fields on the mini map.

NEBULAE

These gaseous areas of space may be used for strategic purposes—depending on the type of nebula. There are six types of nebulae, each of which affect ships differently. Each type may be identified by its color or visual effect.

The six nebula types are:
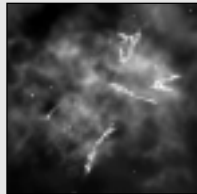
Metreon Nebula (red)

These dangerous nebulae 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 starship captain knows to steer clear of the yellowish radioactive nebulae. These nebulae will kill off the crew at a steady rate, regardless of ship status.

Metaphasic Nebula (green)

Entrance into a metaphasic nebula will remove some of the negative effects that an enemy's special weapon may have caused to a ship. The metaphasic nebula's healing properties also increase shield recharge rate.
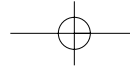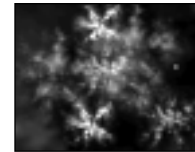
Cerulean Nebula (blue)

Shields do not work in cerulean nebulae, and all weapons, special or otherwise, are non-functional. Cloaking is also disabled within the confines of a cerulean nebula.
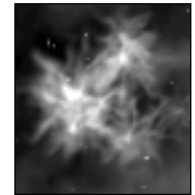
Mutara Nebula (purple)

The mutara nebula, recognizable by its purplish, silver hue and sparking electricity, slows down any ship within it. The mutara nebula also disables shields, sensors, and prevents warp.
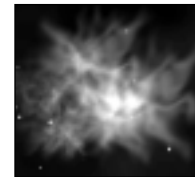
Latinum Nebula (yellow/greenish)

These nebulae are the only raw source of latinum in the galaxy. As the latinum is mined from a latinum nebula, it changes color or shrinks to show the latinum disappearing.
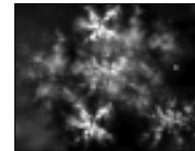
Tachyon Nebula (multicolor)

These nebulae have a high concentration of tachyon particles, but otherwise have no positive or negative effects.

Asteroid Belts

Clusters of rocks of various sizes that prevent the movement of ships.

Black Holes

Gravity wells that will damage engines and pull in disabled ships. Once engines are disabled or the ship becomes derelict, the wells will destroy the vessel.
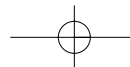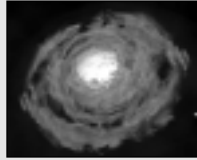
Wormholes

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

TRADING

In order to build and support your armada, you will need to develop a strong economy. Collecting resources—dilithium, latinum, metal, and crew—is the primary method of expanding your infrastructure. To further strengthen your economy, you can begin trading your resources—selling for profit when you have excess, buying when you need more. To do this, you'll need to build a trading station.

Note: The Borg and Species 8472 do not trade. Assimilation and ruthless expansion are the sole source of their infrastructure. The Borg can, however, transmute metal and dilithium.

Once you have a trading station, you can trade dilithium and metal for latinum. To do this, you only need to select the station, and click on the Trade button to see your trading options. Here, you can choose to buy or sell dilithium, metal, or latinum.

Trading stations will also generate latinum on their own—having a trading station will attract Ferengi cargo ships, who will automatically trade with you, increasing your latinum. Also, you can build multiple trading stations and trade between them to generate even more latinum. Remember, the further apart your trading stations are, the more latinum they generate.

To trade with another station, you'll need to use your cargo ship. Cargo ships can be built at your starbase. Select the cargo ship at the first station and click on the Trade Menu button. From there, click on the Start Trade icon and then move the icon over the other station you wish to set up a trade route with and left-click on it. The icon will change to the End Trade icon and right-clicking on the second station will start the cargo ship trading.

There may be times when you will wish to send a specific resource to an ally. To do this, select a cargo ship and click on the Trade Menu button. From there, you have the option to load 500 units of either dilithium, latinum, metal, or crew. Once you select which resource you wish to send, your cargo ship will load up the resource at your nearest trading station. Once it's bays are loaded, right-click on the allied station that you want it to go to, and it will go there and deliver the resource.

MULTIPLAYER AND INSTANT ACTION

From the Main menu (shown left), you can enter Multiplayer by clicking the icon in the lower left quadrant of the screen. From there, a screen appears that will allow you to choose which mode of multiplayer you want to play. An Instant Action game can be accessed by clicking the icon in the upper right quadrant.

The Multiplayer Connection screen allows you to choose your screen name, and which type of multiplayer connection you will use. You can choose from: Internet and Local Area Network (TCP/IP or IPX). For hosting or playing a game on GameSpy, choose Internet. To play GameSpy, you'll need a GameSpy account.

Once you've selected the connection you'll be using, you'll be able to create or join games. Under Current Games, you'll find a list of all the games that are available. This display will tell you the name of the game, the number of players in the game, and the map being played. To join a game, select the game from the Current Games list and click Join Game. Games displayed in white can be joined. Games displayed in red are closed or currently launched. Games that are displayed in amber are using custom game assets or are a different game version.

To create a game, click Create Game. A box will appear where you can enter the name of the game you wish to create, as well as a password for that game.

If you're playing on the Internet, you'll see a display of the other players in the room on the right side of the screen.

The Chat window at the bottom-left side of the screen lets you communicate with other players. Simply click inside the box, type your message and press Enter to send it.

Once you've either created or joined a multiplayer game, or selected Instant Action, you'll go to the Game Setup screen. The options will allow you to change the game parameters before starting a game. If you've joined a game, you can only change your side (race), armada (a single team whose forces are shared with another player), team, and team color. If the host has elected not to have random starting locations, you may also pick your starting location by clicking on the starting location display.

If you've created a game, you can set the following options for a custom game:

Select Map

Allows you to choose which map the game will take place on. The following game types are selectable from the drop down menu:

Team Game—Standard multiplayer game. Teams are locked once game is launched.

Alliances Game—Standard multiplayer game. Teams can change alliances even after the game is launched—once both players agree (via the Comms menu), they become allies, with shared vision of the map.

Capture the Flag—All teams begin with a flag near their starting location. Only construction ships (using their tractor beam) can "grab" another player's flag, and must then return to their own base. If a player's flag is captured and successfully returned to the capturing base, the first player is eliminated. The last player with an uncaptured flag is the winner.

Collect Latinum—The first player (or team) to collect (or trade for) a pre-determined amount of latinum wins. The amount varies per map and by the host's setup.

Colonize Planets—The first player (or team) to colonize more than half of the planets on the map wins.

Defend Planets—Each player starts with a colonized planet near their starting location. If your planet is taken from you, you're eliminated. To win, you must seize every planet held by every player.

Assault—This is a pre-set battle map. Players cannot chose their race or team, they are assigned when a start location is chosen. (Random start location mode is not available in Assault maps.)

Team 1 is the defending team. If they can keep any units alive for a set amount of time (the default time is 30 minutes, but it can be changed), they win. Team 2 is the attacking team. They win only if they destroy every unit on Team 1 within the match time.

Note: Species 8472 cannot participate in Capture the Flag, Collect Latinum, Colonize Planets, or Defend Planets game types.

Mini Map Hidden/Not Hidden

As the host, you can decide to reveal the mini map to all players before the game begins. Once selected, the mini map cannot be hidden again for the current game.

Random Placement/Fixed Placement

Toggles between random and fixed starting location. If the starting location is random, no one gets to see the start locations until the game begins. If it's fixed, the players can select their starting locations. AI player starting locations are determined by the host.

Shroud/Fog

Toggles either or both the Shroud and Fog on and off.

Show All/Available/Allies

Displays the starting locations. Can be toggled to show all locations, only available locations, or only the locations of allies.

Game Open/Closed

This can prevent or allow other players to join the game.

Resources: Normal/Lots/Unlimited

Sets the amount of resources available on the map.

ADVANCED MULTIPLAYER OPTIONS

The Advanced Options screen allows you to further customize your game using the following parameters:

No Observers/Observers

Under the Teams category in the set-up screen, the Observer selection will allow someone to watch a game without playing, with full access to the explored regions of the map. This toggles that function.

Game Open/Game Closed

Also found on the Multiplayer Set Up screen.

Warp Enabled/Disabled

Toggles the ability for ships to warp.

Resources: Normal/Lots/Unlimited

Also found on the Multiplayer Set Up screen.

Officer Limit: Normal/Restricted/More/Max

Sets the officer limit for all the teams.

Standard Tech/No Super Weapons/No Science Ships/ No Special Weapons/Free Tech

Allows different states of technology to be allowed.

Infinite Resources On/Off

Toggles infinite resources.

Instant Trading/Trade using Convoys

Sets how trading between allies happens.

Give Units On/Off

Toggles the ability to give units from ally to ally.
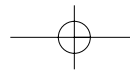
Ferengi On/Off

Toggles the Ferengi trading.

Don't Create a Random Map/Create a Random Map

Toggles whether the map is randomly created or standard.

Special Weapons Auto/Manual

Sets whether or not ships will automatically use their special weapons, or will only do so when directed by the player.

Cease Fire: Zero/5 minutes/10 minutes

Sets a buffer time at the start of the game in which no hostilities can occur.

Build Time

This slider controls the speed of the build time for AI teams.

Resource Cost

This slider controls the resource cost for AI teams.

Note: the Default button will set all the game options to their default state.

Once the game options have been selected and all the players have hit the Launch button, the host can launch the game.
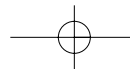
STAR TREK: ARMADA II IN GAMESPY® ARCADE

You can play *Star Trek*: Armada II online through GameSpy Arcade, which comes conveniently bundled with the game. If you haven't done so already, insert your *Star Trek*: Armada II CD and install Arcade now. Then, to play *Star Trek*: Armada II online, just follow these simple instructions:

Launch GameSpy Arcade and Go to the *Star Trek*: Armada II Room: Click on the GameSpy Arcade link in your Start Menu. When the software starts, you'll see a list of games and more along the left-hand side. There's plenty to do, but there's time for that later: Click on the *Star Trek*: Armada II button on the left to enter the *Star Trek*: Armada II room.

Find or Start a *Star Trek*: Armada II Server: Once you're in the *Star Trek*: Armada II room you can meet or greet other players, find servers or create your own server. The top half of the application will list all of the available servers, including the number of people playing and your connection speed (measured by something called "ping." The lower your ping, the better.) Don't like any currently existing servers? Click on the "Create Room" button to start your own server and wait for people to sign up. (A clever server name, such as "Taste the end of my rusty hob-nailed boot!" usually attracts people). Otherwise, double-click on a server of your choice to join in.

**Joining and Starting a game:** Once you double-click on a server or start your own, you'll be in a staging room, in which you can banter with your fellow players and prepare for combat. When you're ready to play, click the "Ready" button at the top of the screen. When everyone in the room has signaled their readiness, the host can then launch the game. Arcade will fire up *Star Trek*: Armada II and the carnage will begin!

PROBLEMS?

If you have problems using GameSpy Arcade, whether installing the program, registering it, or using it in conjunction with *Star Trek*: Armada II, consult our help pages, located at www.gamespyarcade.com/help/ or e-mail GameSpy by using the form located at www.gamespyarcade.com/support/contact.asp.

OPTION SCREENS

GRAPHIC SETTINGS

The Graphic Settings screen allows you to optimize the look and performance of the game based on the video card in your system. The following options are broken down into display settings and performance settings.

DISPLAY SETTINGS

Display Mode

Displays the current game resolution and allows the resolution to be changed to the following modes: 800 x 600, 1024 x 768, and 1280 x 1024. These modes are available in both 16 and 32 bit color settings.

Display Driver

Shows the current driver installed on your computer and allows you to change drivers between primary and secondary cards (if you have a secondary card installed.)

PERFORMANCE SETTINGS

Hardware Vertex Processing

Toggles hardware vertex processing on and off for video cards which support this feature.

Bump Mapping

Toggles bump mapping on and off for video cards which support this feature.

Cinematic Window

Toggles the cinematic window on and off.

Graphics Detail

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

SOUND SETTINGS

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

Music Volume

Raises and lowers the music volume.

Effects Volume

Raises and lowers the effects volume.

Button Volume

Raises and lowers the button sound volume.

Voice Volume

Raises and lowers voice volume.

Sound Channels

Allows you to change the number of sound channels.

Stereo Sound

Toggles stereo sound on and off.

Hardware Acceleration

Toggles hardware acceleration on and off for your sound card.

GAME SETTINGS

This menu allows you to change specific game settings. You can adjust the following:

Game Speed

Game speed can be increased or decreased based on your preference. Increasing or decreasing the game's speed may increase the difficulty of some missions.
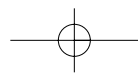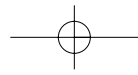
Mouse Scroll Speed

The mouse scroll speed can be increased or decreased.

Keyboard Scroll Speed

The keyboard scroll speed can also be increased or decreased.

Mouse Hold Level

Sets the speed at which right-click and hold will bring up the Command menu.

AI Build Cost Handicap

For single player games.

AI Build Time Handicap

For single player games.

ADMIRAL'S LOG

Star Trek: Armada II provides you with a detailed breakdown of how well you've done, both in Single Player and Multiplayer/Instant Action. When you've finished a mission in Single Player or a game in Multiplayer/Instant Action, you'll be automatically taken to the Admiral's Log.

The following screens can be accessed by clicking on the appropriate tab, providing you with a detailed look at your game (and the others who played, including AI players):

Score

Shows your game points, with a quick look at your military, economic, science, and total scores.

Military

Displays your military strength during the game, for ships (killed, lost, ratio, built, maximum); stations (built, lost); and planets (colonized, lost, and maximum held).

Economy

Breaks down the resources (gathered, spent, and traded), and the trade profit you generated.

Timeline

Displays the relative power of the different armadas in the game, with highlights marking battles and planet colonization.

Battles

Gives a list of all the battles that occurred during the game, and which ships were involved in them.

Ships

Displays a screenshot of each ship you built during the game and lists the name, date of commission, battles it took part in, and any ships it defeated. Ships can be filtered by class as well.

Build

Details all the ships and stations you built during the game by class, listing the first stardate one was created, the number built, and the number lost.

Tally

Shows your most and least effective combat ships by class, as well as a breakdown of ships and stations by class, the number built, the number lost, the number of kills, and the number destroyed.

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