

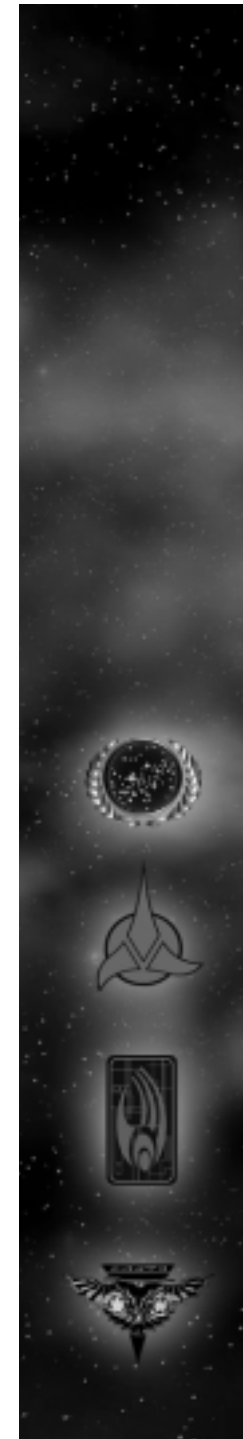


STAR TREK[®] ARMADA

official player's manual



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Prelude

Stardate: 53550.0

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

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

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

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

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

Main Shell Screen



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

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

Single Player

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

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



In-game Cineractives

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

Mission Objectives Pop-Up

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

Save/Load

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

note: Players cannot save Instant Action Games

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

Mouse Selection

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

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

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

Shroud and Fog of War

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

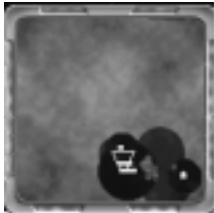


Interface

Tool Tips

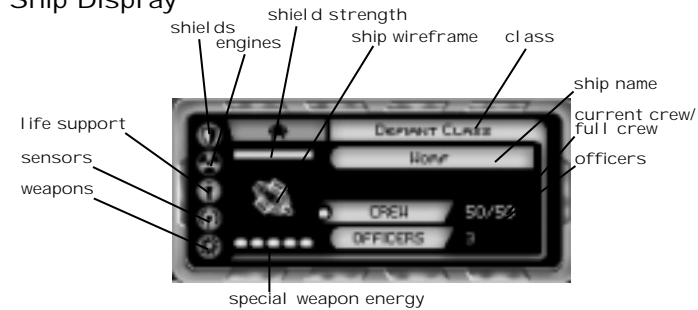
If a player moves the mouse over any interface element a tool tip box will appear to explain that portion of the interface. If the cursor remains over the same element for a longer period, an extended tool-tip will appear, giving the player more information on the topic.

Mini Map



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

Ship Display



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

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

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

Interface

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

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

Speed Rail



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

Cinematic Window



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

Menu/Comm Buttons

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

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

Command Menu



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

Ship Orders

Orders Menu



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

Green Alert:



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

Interface



Interface

Yellow Alert:



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

Red Alert:



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

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

Stand Down:



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

Repair:



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

Guard:



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

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

Patrol:



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



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



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



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

Interface

Back:



Takes the player Back to the main button menu.

Rearranging Interface Elements

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

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

Resources

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

Officers:



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

Crew:



(located in the upper right corner of the screen) Each ship and most stations require a set number of crew members from a player's crew pool in

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

Dilithium:



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

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

Ships and Special Weapons

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

Resources

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

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



The United Federation of Planets

The United Federation of Planets is an interstellar alliance of planetary governments and colonies established in 2161. There are over 150 members of the Federation and their territory spreads across 8,000 light years. The UFP is governed by the Federation Council, composed of representatives from the various planets and located in the city of San 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

Dilithium Freighter



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

The United Federation of Planets



Construction Ship



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

Venture-class scout



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

Special Weapon

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

Defiant-class



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

Special Weapon

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



Steamrunner-class



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

Special Weapon

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



Akira-class



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

Special Weapon

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



Nebul a-cl ass



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

Special Weapons

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



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



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



Engineering Team - Each Nebula-class starship 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.



Sovereign-cl ass



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

Special Weapon

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



The United Federation of Planets

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



Klingon Empire

Klingon Empire

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

Klingon Fleet

Dilithium Freighter



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

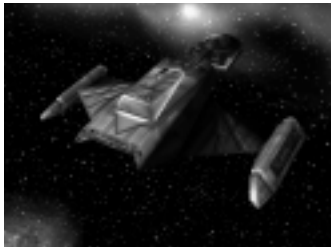


Construction Ship



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

NuQ'Duj -class



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

Special Weapon

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

B'rel-class (Bird of Prey)



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

Special Weapon

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



SuQ'jagh-class



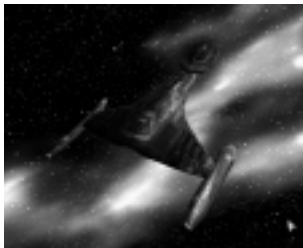
The SuQ'jagh Assault vessel, created during the last Klingon Expansion campaign, was originally designed for planetary assaults. Its role has since been modified to accommodate ship-to-ship combat, focusing on boarding and taking over enemy vessels. The SuQ'jagh is armed with multiple photon torpedo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

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



Fek'Ihr-class



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

Special Weapon

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



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



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



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



Negh'Var-class



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

Special Weapon

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



Jach'eng-class



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

Special Weapon

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



The Romulan Star Empire

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

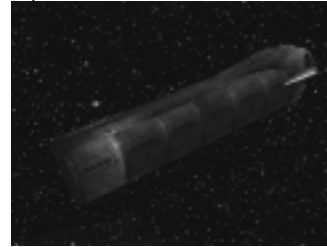
The Romulan Fleet

Dilithium Freighter



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

Construction Ship



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

Talon-class



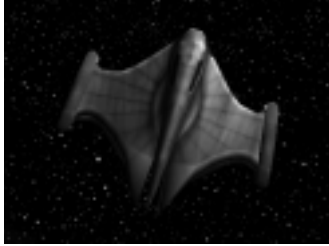
The Talon was designed to be the eyes and ears of the Romulan Armada. Its superior speed and maneuverability allows it to recon an area of space before the fleet moves in. This ship is armed with a single forward firing plasma cannon. Talon-class vessels are also equipped with cloaking devices, allowing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

Special Weapon

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



Shrike-class



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

Special Weapon

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



Raptor-class



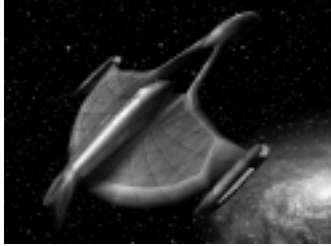
The Raptor is equipped with the same Tri-Cobalt torpedoes as the Federation Steamrunner cruiser. Starfleet is still unsure how the Romulans were able to duplicate the technology, but it is suspected that Romulan Tal Shiar operatives infiltrated Starfleet Corps of Engineers and stole the plans for the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

Special Weapon

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



Griffin-class



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

Special Weapon

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



Shadow-class



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

Special Weapons

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



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



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



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



Warbird-class



The Romulan Warbird, designated the D'deridex class, is a massive spaceship and the flagship of the Romulan Fleet. The Warbird is equipped with a cloaking device, as well as plasma torpedoes and phasers. The combination of offensive strength, 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 captain

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

Special Weapon

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



Borg Collective

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

The Borg Fleet

Dilithium Collector



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

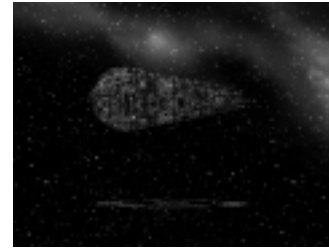
Assembler



The Assembler's function in the Collective is to construct stations. The Assembler deploys numerous

drones to efficiently complete its function. The Assembler is equipped with a Towing Beam, allowing it to tow derelicts and vessels without functioning engines. The Assembler does not require offensive weapons for its function.

Detector

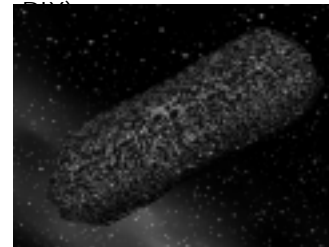


The Detector's function in the Collective is to explore areas of space, evaluate their importance, and report its results to the Collective. The Detector is equipped with a forward firing energy cannon. The Detector requires a minimal crew to perform its function.

Special Weapon

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

Interceptor



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



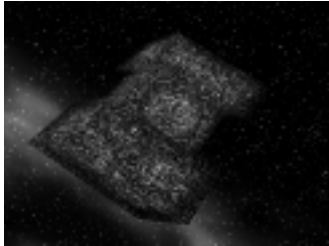
Borg Collective

Special Weapon

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



Assimilator



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

Special Weapon

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



Sphere



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

Borg Collective

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

Special Weapon

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



Diamond



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

Special Weapons

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



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



Borg Collective

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



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



Cube



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

Special Weapon

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



Stations of the Four Races and Their Functions

Federation Build Tree

Federation Starbase:



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

Federation Mining Station:



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

Stations of the Four Races and Their Functions



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

Federation Pulse Cannon:



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

Federation Sensor Array:



The Federation Sensor Array is an unmanned, small satellite that provides a player with line-of-sight in a radius around it. The Sensor array can be modified to use a Tachyon Detection Grid to locate cloaked

ships if developed at the research station. A player must possess a Starbase in order to build a Sensor Array.

Federation Shipyard:



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

Federation Torpedo Turret:



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

Stations of the Four Races and Their Functions



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Federation Research Facility:



The Federation Research Facility allows the player to upgrade the Venture, Defiant, Steamrunner, Akira, and Sovereign-class, each with their own special weapon. When each new ship's technology is researched, a new pod is built onto the Research Facility. Though they are attached to the Facility, each 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 player must possess a Starbase in order to build a Research Facility. A Research Facility can build the following pods:

Tachyon Detection Grid - Venture-class

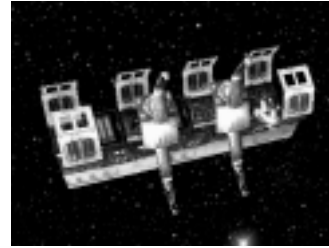
Antimatter Mines - Defiant-class

Engine Overload - Steamrunner-class

Chain Reaction Pulsar - Akira-class

Corbomite Reflector - Sovereign-class

Federation Advanced Shipyard:



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

Federation Science Station:



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

Stations of the Four Races and Their Functions



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Shield Disruptor

Gemini Effect

Point Defense Phaser

Engineering Team

Temporal Research Facility



Recent breakthroughs in temporal mechanics has caused Starfleet to devote entire facilities to better understand time and how it is affected or 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 during times of war or under extreme circumstances.

Klingon Build Tree

Klingon Starbase:



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

Klingon Dilithium Refinery:



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

Stations of the Four Races and Their Functions



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

Klingon Disruptor Cannon:



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

Klingon Sensor Array:



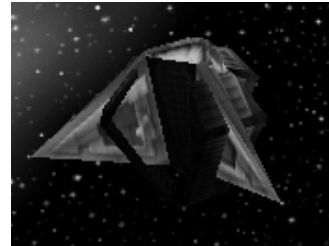
The Klingon Sensor Array is an unmanned, small satellite that provides a player with line-of-sight in a radius around it. The Sensor array can be modified to use a Tachyon Detection Grid to locate cloaked ships if developed at the research station. A player must possess a Starbase in order to build a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

Klingon Shipyard:



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

Klingon Torpedo Turret:



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

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Klingon Weapons Center:



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

Tachyon Detection Grid - NuQ'Duj-class

Gravity Mines - B'rel-class

Commando Team - SuQ'jagh-class

Polygon Torpedo - Vor'cha-class

Ion Cannon - Negh'var-class

Klingon Imperial Shipyard:



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

Klingon Gre'thor Armory:



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

Stations of the Four Races and Their Functions



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Death Chant

Repulsion Wave

Ion Storm

Energy Dissipator

Shockwave Station



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

Romulan Build Tree

Romulan Starbase:



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

Romulan Mining Facility



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

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

Romulan Plasma Cannon:



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

Romulan Spy Satellite:



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

Romulan Shipyard:



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

Romulan Torpedo Turret:



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

Stations of the Four Races and Their Functions



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Romulan Covert Ops. Facility:



The Romulan Covert Ops. Facility allows the player to upgrade the Talon, Shrike, Raptor, Griffin and Warbird-class, each with their own special weapon. When each new ship's technology is researched, a new pod is built onto the Ops. Facility. Though they are attached to the Facility, each 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 player must possess a Starbase in order to build a Covert Ops. Facility. The Romulan Covert Ops. Facility can build the following pods:

Tachyon Detection Grid - Talon-class

Romulan Spy - Shrike-class

Myotronic Inhibitor - Raptor-class

Sensor Jammer - Griffin-class

Shield Inversion Beam - Warbird class

Romulan Advanced Shipyard:



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

Romulan Tal Shiar Facility:



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

Stations of the Four Races and Their Functions



Stations of the Four Races and Their Functions

Holo-emitter

Psychonic Blast

Energy-Shield Converter

Phase Cloak

Phoenix Facility



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

Borg Build Tree

Borg Nexus:



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

Borg Processing Node:



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

Stations of the Four Races and Their Functions



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

Borg Energy Cannon:



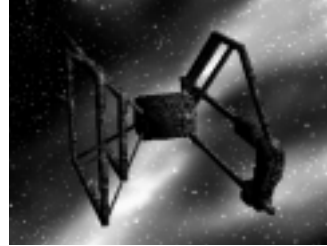
The Borg Energy Cannon is a small, unmanned defensive platform. It provides support for the Collective by firing energy blasts at all enemy vessels within its range. A player must possess a Nexus in order to build an Energy Cannon.

Borg Detection Array:



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

Borg Assembly Matrix:



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

Borg Torpedo Turret:



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

Stations of the Four Races and Their Functions



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Borg Modification Center



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

Tachyon Detection Grid - Detector

Transwarp Drive - Interceptor

Auto-Assimilator - Assimilator

Regeneration - Sphere

Holding Beam - Cube

Borg Advanced Assembly Matrix:



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

Borg Technology Node:



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

Stations of the Four Races and Their Functions



Stations of the Four Races and Their Functions

Shield Remodulation

Computer Override

Nanites

Ultritium Burst

Transwarp Gate



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

Transporting Crew

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

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

Map Objects

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

Dilithium Moons

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



Transporting Crew



Map Objects

Nebulae

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

The five nebulae types are:

Metreion Nebula (red)

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

Radioactive Nebula (yellow)

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

Metaphasic Nebula (green)

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

Cerulean Nebula (blue)

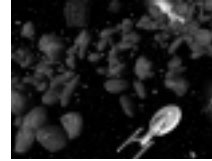
The light blue Cerulean Nebula is a haven from enemy threats. Shields do not work in Cerulean nebulas, and all weapons, special or otherwise are non-functional. Cloaking is also disabled within the confines of a Cerulean nebula.

Mutara Nebula (purple)

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

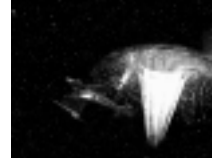
Asteroid Belts

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



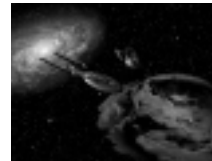
Black Holes

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



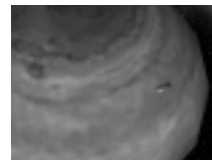
Wormholes

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



Planets

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



Map Objects



Placing Buildings on the Map

Placing Buildings on the Map

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

Keyboard Commands

Hot Keys and Grouping Units

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

Keyboard Commands



Keyboard Commands

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

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

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

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

Keyboard Commands



Keyboard Commands

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

Order Screen Selected	Function
-----------------------	----------

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

Starbase and Nexus Build Screen Selected	Function
--	----------

C	Construction Ship (Assembler)
---	-------------------------------

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

Federation Shipyard Build Screen Selected	Function
---	----------

V	Venture-class Scout
D	Defiant-class Destroyer
S	Steamrunner-class Torpedo Cruiser
A	Akira-class Phaser Cruiser
B	Back
Shift-C	Cancel

Klingon Shipyard Build Screen Selected	Function
--	----------

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

Keyboard Commands

Keyboard Commands

Romulan Shipyard Build Screen Selected

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

Borg Assembly Matrix Build Screen Selected

	Function
D	Detector
I	Interceptor
A	Assimilator
S	Sphere
B	Back
Shift-C	Cancel

Federation Advanced Shipyard Build Screen Selected

	Function
S	Sovereign-class Battleship
L	Nebula-class Research Ship
B	Back
Shift-C	Cancel

Klingon Imperial Shipyard Build Screen Selected

	Function
V	Negh'Var-class Battleship
F	Fek'Lhr-class Science Ship
B	Back
Shift-C	Cancel

Romulan Advanced Shipyard Build Screen Selected

	Function
W	Warbird-class Battleship
S	Shadow-class Infiltration Ship
B	Back
Shift-C	Cancel

Borg Advanced Assembly Matrix Build Screen Selected

	Function
C	Cube
D	Diamond
B	Back
Shift-C	Cancel

Keyboard Commands



Keyboard Commands

Federation Research Facility Build Screen Selected

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

Klingon Weapons Center Build Screen Selected

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

Romulan Covert-Ops Facility Build Screen Selected

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

Borg Modification Center Build Screen Selected

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

Keyboard Commands



Keyboard Commands

Federation Science Station Build Screen Selected

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

Klingon Gre'thor Armory Build Screen Selected

Screen Selected	Function
I	Ion Storm
D	Death Chant
S	Energy Dissipator
R	Repulsion Wave
B	Back
Shift-C	Cancel

Romulan Tal Shiar Facility Build Screen Selected

Screen Selected	Function
L	Holo-emitter
P	Psychonic Blast
S	Shield Projector
C	Phase Cloak

B	Back
Shift-C	Cancel

Borg Technology Node Build Screen Selected

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

Federation Construction Ship Build Screen Selected

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

Keyboard Commands



Keyboard Commands

B Back
Shift-C Cancel

Klingon
Construction
Ship Build
Screen Selected Function

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

Keyboard Commands

Romulan
Construction
Ship Build
Screen Selected Function

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

Borg
Construction
Ship Build
Screen Selected Function

S Nexus
D Processing Node
Y Assembly Matrix
V Advanced Assembly Matrix
R Modification Center
C Technology Node
P Energy Cannon



Keyboard Commands

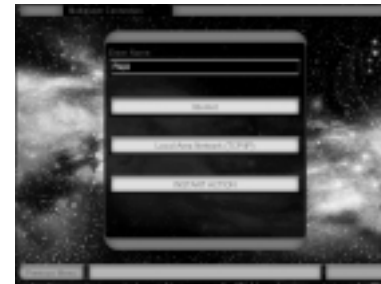
U	Torpedo Turret
W	Transwarp Gate
A	Detection Array
B	Back
Shift-C	Cancel

Mult ipl ayer/Instant Action



Mult ipl ayer Connection Screen

From the main shell screen (shown above) a player can enter multiplayer by clicking in the upper right multiplayer quadrant. From there a screen appears letting the player pick which mode of multiplayer they wish to participate in. (Shown below.)



This screen also prompts the player to enter a screen name, which acts as the player's alias throughout each multiplayer experience. There are three modes in multiplayer: Internet, Local Area Network (TCP/IP), and Instant Action. Once a screen name and mode of play are chosen, the player moves to either the WON Login screen (when choosing Internet), the Game Creation and Joining screen (for Local area network play), or directly to the game Setup screen (if selecting instant action).

Mult ipl ayer/ Instant Action





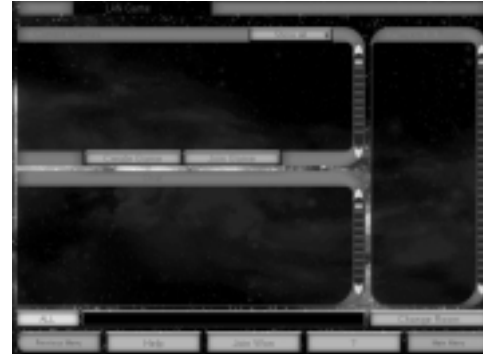
WON Login Screen

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

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



Creating and Joining a Game:



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

Multiplayer Set-up Screen:

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



Host Options

Select Map:

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

Map Placement:

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

Show Start Locations:

Shows the start locations for all, only allies, available or none.

Mini Map:

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

Shroud/Fog:

Toggles both the Shroud and Fog on/off.

Normal Game Type:

Head to head or normal. Head to Head mode limits the game to two players only.

Max Players:

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

Ping Filter:

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

Game Locked/Unlock:

The host can choose to prevent or allow other players to join the game.

Dilithium:

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

Crew:

Sets the player's starting crew.

Officers:

Caps the officer limit in a game.

Standard Units:

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

Tech Level :

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

Teams:

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

Give Units On/Off:

The host can decide whether players have the ability to transfer units and Dilithium to other players during the game.

Infinite Moons:

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

Ferengi:

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

Director's Cut:

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



Option Screens

Game Settings

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

Game Difficulty

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

Game Speed

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

Mouse Scroll Speed

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

Keyboard Scroll Speed

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

Mouse Button Interface

The player can choose between the two mouse button interfaces

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

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

Mouse Camera Control

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

Director's Cut

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

Graphic Settings

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

Display Settings

The player can choose between the following display settings:

Display Mode

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

Display Driver

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

Performance Settings

The player can choose between the following performance settings:

Cinematic Window

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

Graphics Detail

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

Use Alternate Font

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

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



Option Screens

Sound Settings

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

Music Volume

Raises and lowers effects volume.

Effects Volume

Raises and lowers music volume.

Voice Volume

Raises and lowers voice volume.

Sound Channels

Allows the user to change the number of sound channels.

Stereo Sound

Toggles stereo sound on/off.

Unit Speech

Toggles unit speech on/off.

Alert Audio

Toggles alert audio on/off.

Minimum System Requirements

Hardware Accelerated 3D Mode

- 200 MHz Pentium® processor or equivalent
- 100% DirectX 7® compliant 3D accelerator card and drivers*

Software Emulated 3D Mode

- 266 MHz Pentium II® processor or equivalent

Required for both Accelerated and Emulated 3D Modes

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

Required for Multiplayer Mode

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

* 3D ACCELERATOR CARD RECOMMENDED

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

Minimum System Requirements



Minimum System Requirements

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

Supported Chipsets for Windows 95/98**

- 3DFx Voodoo Rush
- 3DFx Voodoo
- 3DFx Voodoo 2
- 3DFx Voodoo 3
- 3DFx Banshee
- ATI Rage 128
- Matrox G200
- Matrox G400
- S3 Savage 4
- nVidia RIVA TNT
- nVidia RIVA TNT2
- nVidia GeForce

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

Installing Star Trek: Armada

How to Install

1. Before installing, close all other applications. Also make sure Virtual Memory is on (located in your System Control Panel). Verify that you have 650 MB of free hard drive space.
2. Insert the Star Trek: Armada CD into your CD-ROM drive and wait a few moments until the Star Trek: Armada title screen appears. (If the title screen does not appear, please refer to AutoPlay in the Troubleshooting section.)
3. On the title screen click the Install button to begin the installation process and then follow the on-screen instructions.

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

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

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

Title Screen Button Functions

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

Installing Star Trek: Armada



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

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

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

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

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

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

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

Troubleshooting

Online Help

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

1. Right-click on the Star Trek: Armada CD icon and select Technical Help.
2. From the title screen, click on More then Help.
3. After installation, from the Start menu, select Programs/Star Trek: Armada/Star Trek: Armada Help.

AutoPlay

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

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

2. Select the Refresh option located in the View pull-down menu.
3. Double-click on the Star Trek: Armada CD icon in the window or right-click on the icon and choose the AutoPlay option.

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

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

DirectX 7

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

Q. What is DirectX 7 and why do I need it?

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

Q. If I don't have DirectX 7, will Star Trek: Armada install it for me?

A. Yes. If InstallShield does not detect DirectX 7 on your computer, it will install DirectX 7 for you, if you choose. After the entire installation is complete, you will need to restart your computer in order for DirectX 7 to take effect.

Q. I already have other Windows 95/98 games installed on my computer. Will the Microsoft DirectX Installer change my DirectX files?

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

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



Problems & Solutions

Intro Movie and Cinematics do not play properly

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

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

Game freezes

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

No sound, partial sound, or no voices or sound effects

- o Make sure you have a 100% DirectX 7 Windows-compatible sound card in your computer.
- o Make sure your speakers are plugged in correctly and turned on, and make sure the volume is turned up to an audible level.
- o Make sure you are using the latest 32-bit sound drivers for your sound card.
- o Make sure your audio card is properly installed and that you have the correct audio drivers installed. Check your audio card's installation and its setup parameters within Windows 95/98 to be sure all are correct. See your card's manual and your Windows 95/98 manual for details.
- o Check your settings in your Control Configuration.

Game too slow

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

Credits

PROJECT LEADS

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Technical Director
Dr. Ian Lane Davis

Producer
Marc Turndorf

Art Director
David Dalzell

Lead Game Designer
Eric 'Giz' Gewirtz

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Network & Game Core Lead
Gordon Moyes

Game Core & Interface Lead
Brian Hawkins

STORM 3D Lead
Steve Williams

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Additional Programming
Michael Douglas
Richard Meyers
Mad Doc Software, LLC
Matthew Nordhaus

Installer Programming
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Concept Artist
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3D Artists
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Stanley Woo
Junki Saita

2D Artist
Arlene Somers

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Dr. Ian Lane Davis
Trey Watkins
Gordon Moyes
Eric 'Giz' Gewirtz
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Michael Dorn
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Picard/Locutus
Worf
Sela
Martok
Computer

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Michael Mancini

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NOVASTAR



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NOVASTAR
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Scott Sondereger

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Boyd Lefan
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Billy Davis

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Composer
Danny Pfeiffer

Additional Music by
Danny Baker

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Eric 'Giz' Gewirtz

Produced by
Marc Turndorf

Storyboard Artist
James Mayeda

Sound Designer
Michael Mancini

CG Animation
BLUR STUDIOS

Sound Mix by
NOVASTAR

BLUR STUDIOS

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Producer
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and her sons for accepting
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