

# STAR TREK ARMADA II

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01.28.02

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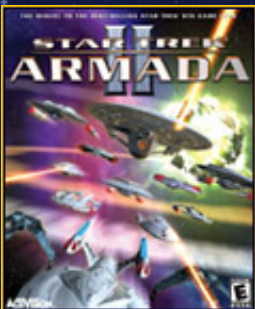
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11.08.01

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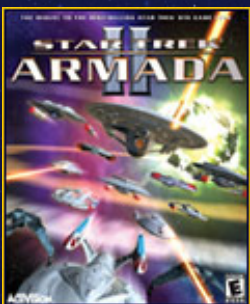
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## Previews

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10/11/01

### HOMELAN PREVIEW OF ARMADA II

HomeLan: The Haven for Serious Gamers, gives a great [preview](#) of Armada II. In fact, they had so much fun playing the game they went so far as to say that... "it was hard to tear away from playing to write this preview." [Find out more](#).

08/02/01

### GAMESPOT HAS A PREVIEW OF ARMADA II WITH 29 NEW SCREENSHOTS

Check out what GameSpot had to say about their chance to preview Armada II. Read the preview [here](#). For quick access to the screenshots go [here](#).

07/24/01

### THE PREMIER ARMADA FAN SITES PLANETSTARMADA.COM AND FLEET OPERATIONS HAVE MERGED TO FORM ARMADA UNIVERSE

The new site has tons of information for fans of Armada. Armada Universe is a sub-site of [Strategy Planet](#) hosted by [GameSpy](#). To check out all the latest Armada news

go [here](#).

07/16/01

### **IGN.PC HAS A NEW PREVIEW OF ARMADA II**

For the latest information on Armada II take a look at the [preview](#) on IGN.PC. They also have several new exclusive screenshots.

06/01/01

### **GAMEPRO LOOKED AT ARMADA II AT THIS YEARS E3**

At this years Electronic Entertainment Expo the publication GamePro had a chance to look at *Star Trek* Armada II. Take a look [here](#).

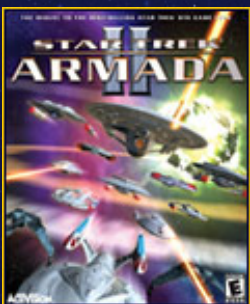
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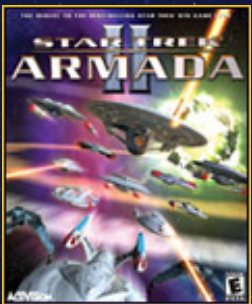
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**Star Trek: Armada II**



## Reviews

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For more information including previews of Armada II, be sure to check out the [Previews](#) page of this site.

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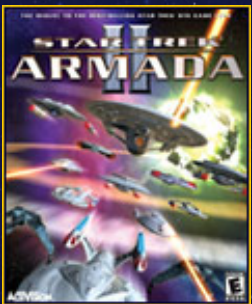
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**Star Trek: Armada II**



## Game Overview

At the heart of *Star Trek Armada II* are the most exciting elements from the *Star Trek* episodes and movies: leading fleets of starships into combat, exploring new planetary systems throughout the Alpha and Delta Quadrants, and carefully treading the delicate balance between peace and war among six different races.



In 30 missions divided into three campaigns, the player experiences the excitement of the story unfolding from the perspective of the United Federation of Planets, the Klingon Empire, and the Borg Collective. Commanding the ships and infrastructure of these very different races, the player is able to feel the excitement of exploring new sectors of space with the Federation as Captain Jean-Luc Picard, the thrill of conquering worlds and crushing enemies as the Klingon Chancellor Martok, and the cold efficiency of assimilating worlds and vessels as the Borg Queen. As the commander of an armada, the player must make choices that will affect thousands of lives and the future of the galaxy.



As in *Star Trek Armada*, the player has the ability to command large numbers of ships in a top down interactive environment. *Star Trek Armada II* takes the concept to it's logical conclusion by allowing the player to also experience the game in a full 3D mode, so the battles and elements of space conquest and exploration take on the vividness of the best of *Star Trek*. With over 45 new ship classes, 22 new special weapons, over 30 new stations, building a devastating armada has been taken to a new level.

The universe has been further brought to life with the addition of planets to be colonized, additional types of resources to be utilized, and a detailed trading and economics model. A powerful armada must have the infrastructure to support it, so the player is given the resources and knowledge to make full use of this rich new universe.

With over 30 Multiplayer maps to choose from, players can test their skills against up to seven other players. In addition to the Single Player races (Federation, Klingon, Borg), the Multiplayer side of *Star Trek Armada II* allows players to match wits and armadas as the Romulan Star Empire, the Cardassian Union, and as Species 8472, each with their own unique compliments of ships, stations, and special weapons.

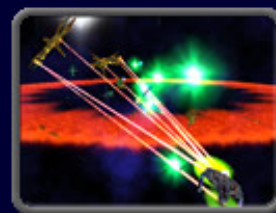
Like in the *Star Trek* universe itself, success in *Star Trek Armada II* depends on careful strategy, deft decision making, and quick reactions. The scope of the game brings all this and more into the hands of the player. At the heart of *Star Trek Armada II* are the most exciting elements from the *Star Trek* episodes and movies: leading fleets of starships into combat, exploring new planetary systems throughout the Alpha and Delta Quadrants, and carefully treading the delicate balance between



peace and war among six different races.

## Features

- 30 Single Player Missions and 30 Multiplayer maps.
- More ship classes
- New facing based damage system
- Variety of weapons with varying ranges
- 3-D ship formations with up to 16 ships
- More in-depth strategic combat
- Cinematic control that allows you to become fully immersed in explosive battles
- Intense Multiplayer competition over Lan and the Internet using GameSpy



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**Game Setting**

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



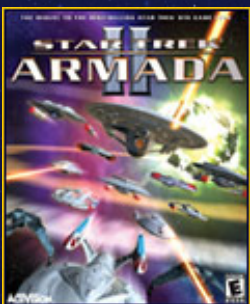
Once found, the Federation forces have orders to launch the first ever offensive in their war with the Borg – a strategic operation into the heart of the Delta Quadrant to eliminate the Borg threat once and for all.

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

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

In the Delta Quadrant, the Borg find themselves set upon by not just the intruders from the Alpha Quadrant, but by a merciless assault from the fluidic space dwellers Species 8472. To make matters worse, a portion of their forces have been stranded in the midst of their enemies – in the heart of the Alpha Quadrant.

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**Star Trek: Armada II**



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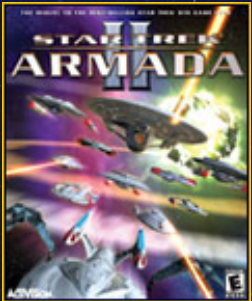
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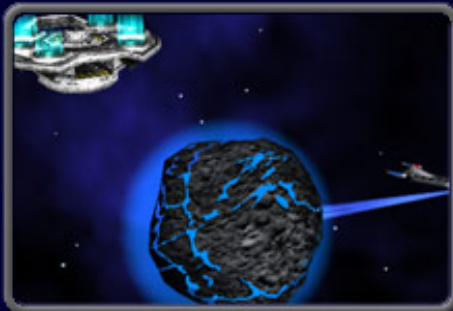
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## Map Objects

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



### Dilithium Moons

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



### Asteroid Belts

Rocks of various sizes that prevent movement of star ships. Ships cannot pass through these areas and must locate alternative routes to get around these areas.



### Black Holes

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





### Wormholes

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



### Planets

Planets provide you with both resources and can be colonized to gain additional crew. Some planets contain high quantities of minerals for mining, but are not hospitable for colonization.

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## Nebulae

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

The seven nebulae types are:



### Metreon Nebula

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



### Radioactive Nebula

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



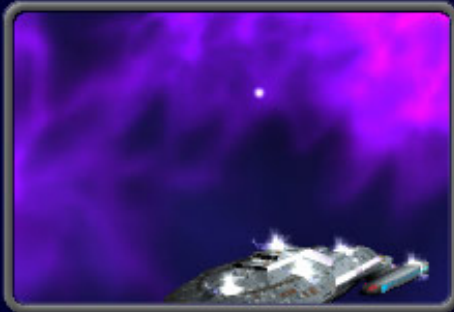
### **Metaphasic Nebula**

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



### **Cerulean Nebula**

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



### **Mutara Nebula**

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



### **Impenetrable Nebula**

Due to the high concentration of dense astrographic phenomena, this type of nebula cannot be navigated.



### **Latinum Nebula**

This nebula contains the Latinum resource. This resource can be collected and traded for other materials. For some races this is also required for purchasing specialized components for developing higher technology.

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## Screenshots

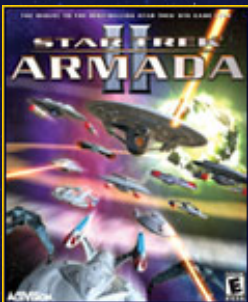


More Screenshots:

[Set 1](#) [Set 2](#) [Set 3](#)

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#### Premier Sites



Web page for publisher of *Star Trek Armada II*.



Web page for licensor of *Star Trek Armada II*.



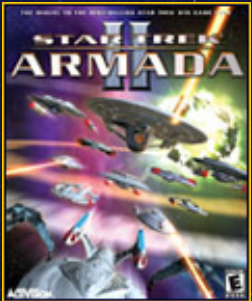
Web page for developers of *Star Trek Armada II*.



Web page for GameSpy, Home of GameSpy Arcade.



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#### Activision *Star Trek* Games

[Star Trek Armada](#) - Official Site for Armada

[Star Trek Away Team](#) - Official Site for Away Team

[Star Trek Bridge Commander](#) - Official Site for Bridge Commander

[Star Trek Conquest Online](#) - Official Site for Conquest Online

[Star Trek Hidden Evil](#) - Official Site for Hidden Evil

[Star Trek Invasion](#) - Official Site for *Star Trek* Invasion

[Star Trek Voyager: Elite Force](#) - Official Site for Elite Force



#### Other Great Information Resources for *Star Trek*

[Gaming.Startrek.Com](#) - Paramount site for all information about *Star Trek* and gaming.

[StarTrek.com](#) - Paramount site for all the latest *Star Trek* news and information.



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# STAR TREK ARMADA II

## Team

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### Production Team

The developer of Armada II is Mad Doc Software. They have been working with Activision since part of the original *Star Trek Armada* development team formed the company in 1999. Mad Doc Software has worked on several titles for Activision including *Call To Power II* and *Star Trek Armada*. The team is very experienced consisting of both *Star Trek Armada* team members who formerly worked at Activision and also many ex-employees of Looking Glass Studios.



### Activision Inc.

ACTIVISION

#### Doug Pearson, Producer



Doug has been a game developer for the past 8 years. He has worked on many popular titles including: *Spycraft: The Great Game*, *Interstate '76*, *Interstate '76: Arsenal*, *Heavy Gear II*, *Interstate '82*, *Dark Reign 2*, and *Call To Power II*. His roles on each project have varied from game designer for 4 years to his latest role as producer. A producer is the guy who has to handle many different tasks on the team, and is often considered a fireman who puts out all the fires that flare up during game development.

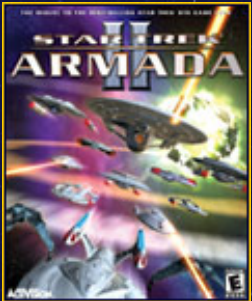
#### Glenn Ige, Associate Producer

Glenn began his career a few years back as a tester on *Heretic II*. From there he moved into the world of Customer Support. Soon after that, he found himself in the land of Production. Since then, Glenn has participated on a range of products including *Vampire: The Masquerade*, *Call to Power II*, *Wizards & Warriors*, *Star Trek: Bridge Commander* and *Star Trek: Armada II*. In his spare free time, Glenn, a self-proclaimed console junkie, can be found either drooling over the next RPG at your local gaming store or getting a cup of coffee at the local Coffee Bean.

#### Jim Hudson, Associate Producer

Jim stumbled into game development six years ago when he became a game tester for Activision. Since his move into production he has worked on such illustrious titles as *Star Trek: Away Team*, *Star Trek Voyager: Elite Force*, *Quake III* and *Battlezone II*. Outside of the game development community, Jim is best known for being a semi-professional air hockey player and is currently ranked #117 by the SPCAA. He competes in numerous competitions and is hoping to be sponsored by Dynamic at the end of this season.

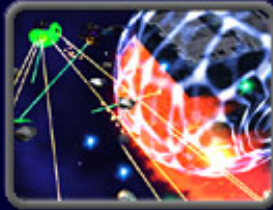
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## Mad Doc Software, LLC.

### Dr. Ian Lane Davis



Co-Project Lead & Lead Programmer on *Star Trek: Armada*, Lead Programmer on *Dark Reign*, AI for *Battlezone*, AI for *Civilization: Call To Power*, the #1 best selling PC game in April of 1999. Executive Producer on *JamDat Golf* and *Surround Light API*, Consultant and Programming on *Call To Power 2*. PhD in Robotics and AI from Carnegie Mellon University School of Computer Science. B.A. Summa Cum Laude from Dartmouth College, triple major in Math, English, and Computer Science.

### Kenneth Davis

Ken wandered far and wide with his English degree, working in radio and publishing before spending eight years as a guitar builder. His experience managing teams of talented, independent, and creative craftspeople gave him a good primer on managing talented, independent, and creative game developers. That, and lots and lots of patience. And coffee.

### Shaun McDermott

B.A. in Economics Magna Cum Laude, University of North Carolina; M.A. in Management, Carnegie Mellon University. 12 years experience in financial management and strategic planning.



### Jennifer Mysliwy

Formerly at Beyer, Blinder, Belle restoration architects N.Y.C, five years experience office administration and management.

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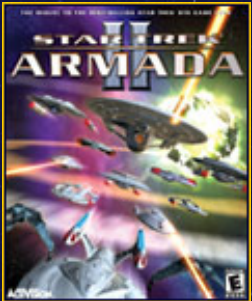
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## Ship Classes

With Armada II we now have almost three times as many ships as appeared in the original Armada. The total number of ships including: Combat, Non Combat, and Hero ships is currently at 101 ships. The listing below shows a picture and description for a combat vessel and a non-combat vessel for each race in Armada II. Each of these vessels are new to Armada II and didn't exist in Armada I. Additional ships will be revealed later near the launch of the game.

### Federation Vessels



#### Cargo Ships

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



#### Intrepid-class

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

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### Klingon Vessels



### Cargo Ships

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



### Koloth-class

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

#### Special Weapon: Weapon Energy Booster

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

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## Borg Vessels



### Colony Ship

The huge Colony Ships are the ultimate planet assimilation weapon. Massive Planetary Bombardment Torpedoes launched from the tip of the Colony Ships are used to eliminate cities and planetary defenses, and then a swarm of drones is emptied out onto the planet surface.



### Tactical Cube

The Tactical Cube's function in the Collective is to assimilate enemy ships, stations, and technology. The Tactical Cube requires more Drones than any other Borg vessel to perform its function efficiently. The Tactical Cube is equipped with high yield energy torpedoes and energy beams.

It is more heavily armored than the normal Cube and is also equipped with Holding Beam technology.

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## Romulan Vessels



### Repair Ship

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



### Kestrel-class

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

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## Cardassian Vessels



### Freighter

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



### Brinok-class

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

#### Special Weapon: Drones

Brinok-class ship can be adapted to launch a number of remote piloted drones at a target that are extremely difficult to evade. The only way to lose these drones is for the target ship to enter a Mutara Nebula. Once the drones enter the nebula, they lose their sensors and will veer off in a random direction and then explode.

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## Species 8472 Vessels



### Active Embryo

This unit is a hard shell organism that can eventually transform into the more active and mobile Species 8472 'ships'. The Active organism is capable of transforming itself into the following units: Scout, Destroyer, Cruiser, Collector, and Defender.



### Battleship

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

#### Special Weapon: Psionic Insanity

Battleships outfitted with this special weapon are able to target enemy vessels with a beam that renders the target unable to determine whom their enemy actually is. The targeted ship will fire randomly at nearby targets throughout the duration of the effect. In certain situations, ship captains have been known to initiate their ship's self-destruct sequence, thinking the situation hopeless.

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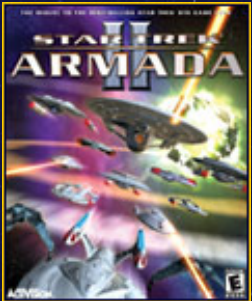
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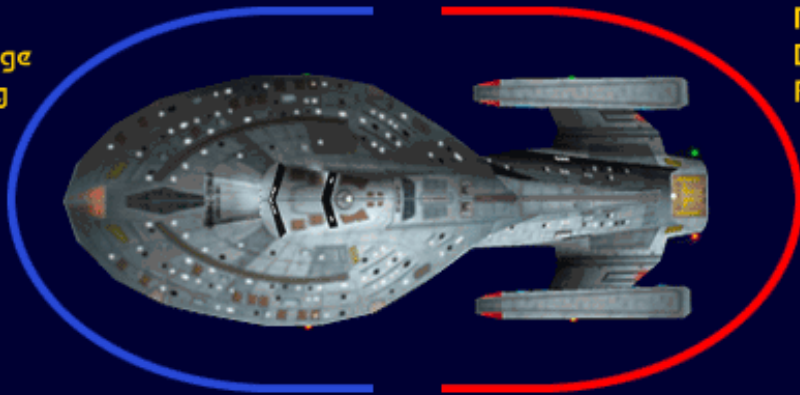
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## Facing Based Damage

The damage system in Armada II has been completely revised. We now utilize a new facing based damage system. Depending on where you attack a ship it will do damage to different systems. The only race not effected by this is the Borg whose redundant systems makes attacks against different sides of the ship equally effective.

Front  
Damage  
Facing



Rear  
Damage  
Facing

When weapons damage hits a vessel each ship will absorb a percentage of the damage to the shields. The spillover damage is then applied to the underlying systems. When the shields are eliminated all the damage will go to the underlying systems.

Depending on the facing where the damage is occurring different systems will be effected. Each ship class has different rates of shield absorption and this will effect the spillover damage.

Attacking a ship from the front is more likely to damage your enemy's Life Support, Weapons, and Sensor Arrays. Attacking a ship from the rear will do damage to the engines.

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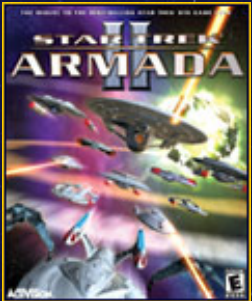
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## Weaponry

In *Star Trek Armada II* there are over 20 new special weapon attacks. Plus the majority of the existing special weapons from *Star Trek Armada* also remain. Below you will see some examples of each. Each race now has a Frigate type vessel which provides additional enhancements when it is used with other allied vessels in combat. Several of these frigate-type fleet support vessels are shown below.

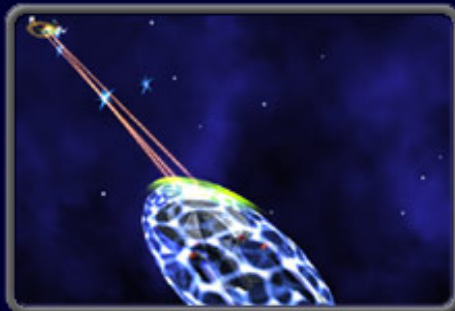
### Federation Vessels



#### Saucer Separation

Galaxy-class ships have the capability to separate their saucer section from the star drive section, making them one of the fleet's most versatile classes.

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



#### Corbomite Reflector

Originally used as a bluff by Captain James T. Kirk, the fictitious Corbomite Reflector became a reality in 2363 when a long retired engineer submitted plans for the device to Chief Engineer Geordi LaForge. Sovereign-class vessels have since been modified to accommodate a reflector, which enables it to redirect enemy fire back at its opponents.

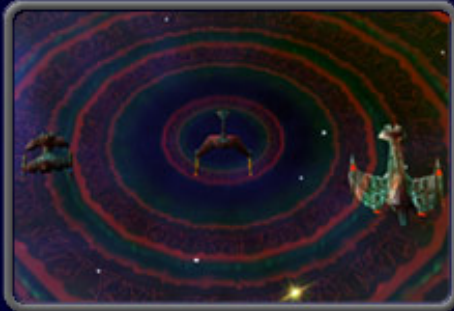
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### Klingon Vessels



### 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 an Ion Cannon. The Ion Cannon fires a single, powerful blast of ionized energy that decimates an enemy target.



### Weapon Energy Booster

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

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## Borg Vessels



### Auto-Assimilator Beam

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



### Technology Assimilation

On Borg cubes this allows the assimilation of special weapons from a captured enemy vessel. Some of the larger cubes have the capacity to hold multiple captured special weapons.

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## Romulan Vessels



### Sensor Jammer

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



### Cloak Enhancer

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

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## Cardassian Vessels



### Sensor Scrambler

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



### Flux Wave

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

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## Species 8472 Vessels



### Bio-Pulse Conduit

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



### Psionic Insanity

Battleships outfitted with this special weapon are able to target enemy vessels with a beam that renders the target unable to determine whom their enemy actually is. The targeted ship will fire randomly at nearby targets throughout the duration of the effect. In certain situations, ship captains have been known to initiate their ship's self-destruct sequence, thinking the situation hopeless.

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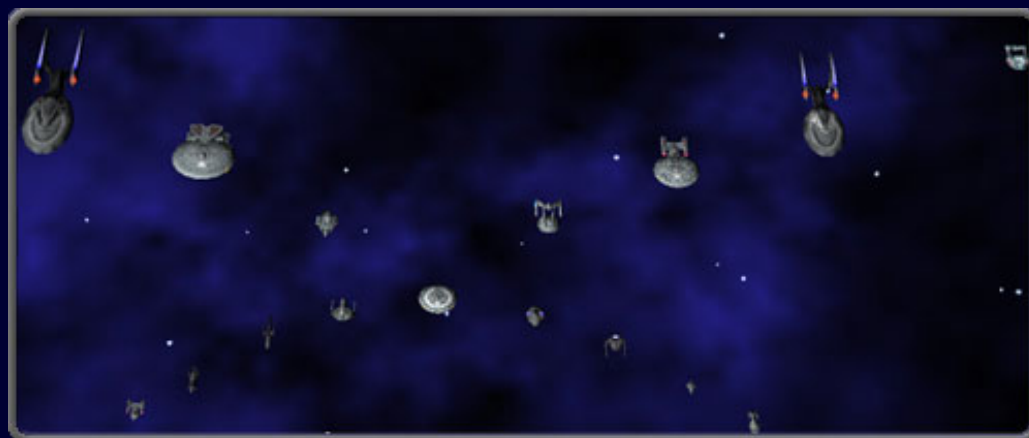
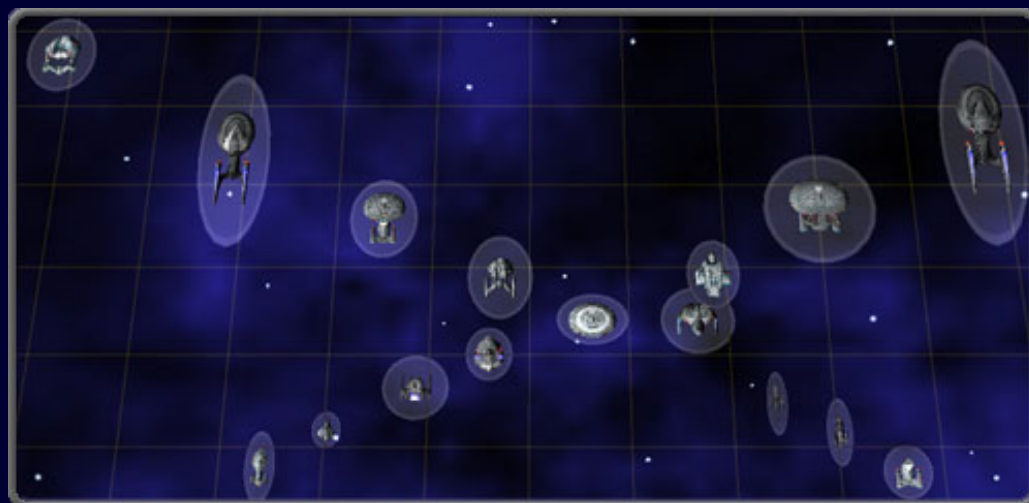
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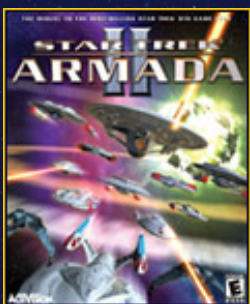
### 3-D Formation

One of the new improvements in Armada II is the ability to configure your ships in different formations. Depending on the ship types you have selected and the configuration you choose you may be more or less effective in combat. Different formation types have different benefits when you engage in combat. Also depending on your movement autonomy setting ships will maintain formation during combat, or move freely and engage targets independently.



Several different formation types exist in *Star Trek Armada II* and offer unique benefits for tactical advantage for the strategic player. In the above example we have shown the "X" type formation. This formation type spreads out the ships and is best when used against an attacker who uses area of effect weapons and it also

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allows you to guard larger areas. Other variants include Assault Wall, Column, and Sheet.

With an Assault Wall formation the ships are layed out by type. Normal combat ships up front, frigate vessels in the middle, and artillery vessels in the back. The Colomn formation is used to minimize the sensor footprint caused by your fleet. Lastly the Sheet formation is layed out in a flat plane and make the vessels easier to control and also keeps them close together.

There are also three different types of attack posture for formations beyond the layout. You can select Clover Leaf, Circle, or Arrow type attacks. With Clover Leaf the attacking ships will fly very near their target flying above and below the target while attacking from all sides. In the Circle attack the ships will maintain an equal distance from the target and fire while circling the target. The Arrow attack causes your formation to perform strafing runs against enemy targets.

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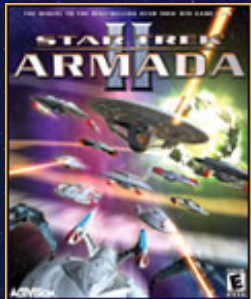
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## Races

In Armada II you play as three different races in the single player campaign, but in multiplayer you can play up to six different races. Each race has many different ships, tactics, and also handle resources on the map differently. This makes very challenging gameplay and many different tactics and strategies.

### United Federation of Planets



The United Federation of Planets is an interstellar alliance of planetary governments and colonies established in 2161. There are over 150 members of the Federation and their territory spreads across 8,000 light years. The UFP is governed by the Federation Council, composed of representatives from the various planets and located in the Earth city of San Francisco. The agency responsible for all deep space exploration, scientific research, and military actions for the Federation is known as Star Fleet. 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.

### Klingon Empire



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

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### Borg Collective



The Borg are a monstrosly 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.

## Romulan Star Empire



The Romulans are an offshoot of the Vulcan people, having left the planet over 2000 years ago to relocate on the twin planets of Romulus and Remus. This exodus was in rebellion against the dogmatic Vulcan philosophy of logic and pacifism prevalent in Vulcan society at the time. The governing body of the Romulan Empire is the Romulan Senate, and their leader is known as the Praetor. The Romulans are a passionate and aggressive people known

for their stealth and cunning in combat. They have a large military presence in the Alpha Quadrant, and have been involved in wars with both the United Federation of Planets and the Klingon Empire in the past.

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## Cardassian Union



The Cardassian Union is a powerful alliance of worlds with the homeworld of Cardassia at its heart. Cardassia's lack of metal and other natural resources fueled the Union's burning desire to expand through military conquest. After many years of hostilities towards the Federation, the ruling body of the Cardassian government – the Detapa Council – begrudgingly signed the Federation-Cardassian treaty of 2370. Soon afterwards, an invasion by the Klingon Empire –

who suspected that the Detapa Council had been compromised by agents of the Dominion – left the Cardassian government angered and humiliated. Rumors have made their way to the busy trade routes of the Alpha Quadrant that Cardassian military scientists have been called back to Cardassia.

## Species 8472



First encountered by the Borg in the Delta Quadrant in 2373, Species 8472 is unlike any race in the galaxy. Inter-dimensional beings, Species 8472 originate outside of the known universe – from a place with no planets or stars, but only matter. Species 8472 is capable of traversing the divide between normal and Fluidic Space through quantum singularities. Aggressive and single minded in their purpose, they pose a serious threat to all races. Requiring only

biomass to function, Species 8472 has no need of dilithium, metal, or latinum – and virtually every object they encounter can be broken down into some degree of biomass. Their 'ships' and 'stations' are in fact organic life-forms genetically designed to a specific purpose, many are crewed by a single creature, and nearly all of them are mobile. The organic nature of their structures negates the need to repair – they are all capable of regeneration. Furthermore, their technology is so different and advanced that they cannot be boarded or assimilated, and tractor beams have no effect. There is no creation of separate units at different shipyards – the different organisms have the ability to transform themselves into other forms of units. Their presence in the universe is hostile, and they have already marked the

Borg and the Federation as their enemies.

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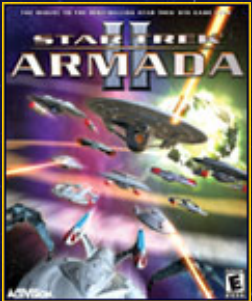
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## Strategies

### Recon is the name of the Game

It is truly said that one must see what one must fight. Here are a few suggestions from our crafty Commanders to help you get the goods on your opponents.

- Always build a few Scouts if you can, and send them out to open the map as soon as possible. Knowing what direction your enemy will be coming from, and where the available resources are, can give you a big strategic advantage.
- Scout class vessels have the widest sensor range of any ship in your fleet, and properly equipped can detect Cloaked Ships.
- Often you can gain line of sight from your Scout, while at the same time protecting it from defensive fire by moving it up to the ceiling of the map, which is generally out of the range of phaser turrets built on the Zero Grid.
- If you have ships that can Cloak, consider using them explore the map, because they are less likely to be spotted and destroyed.
- Try parking a Cloaked ship in your opponent's base to watch what he is building, scope out the defenses, and provide line of sight for your Artillery ships.
- Consider using Scout ships as inexpensive mobile Sensor Arrays, and "burglar alarms". Send them wherever you can't see. Especially to chokepoints and other areas your opponent will have to pass through to get to your base.
- Group Scout ships with Artillery ships. This will allow the Artillery ships to see farther and hit more distant targets.

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### Show me the Money

You will need to gather a lot of resources to build a mighty fleet capable of crushing your enemies. These tips will help insure a healthy cash flow!

- Collectors always orbit a Moon in a clockwise direction. To gather Dillithium more efficiently, place your Refineries so that the loaded ships have the shortest straightest path from the Moon to the Refinery entrance. This ideal location varies depending on which side you are playing. For example: when playing as the Federation, it is best to place the Refinery above and to the right of the Moon.

- Use three or four Freighters to efficiently mine a Moon. This way as soon as an empty Freighter leaves the Refinery, a full one is ready to enter, ensuring an uninterrupted cash flow. But do not use too many, or you will have traffic jams, and idle Freighters waiting in line to gather ore or unload at the Refinery.
- Always know where your next meal is coming from. Secure additional Moons and Planets before you exhaust the ones you are currently working.
- Always build a Trade Station if it is available. This will allow you to exchange one resource for another, so if for example you have plenty of Dilithium, but you are short of Metal, you can easily sell off some excess Dilithium and buy the Metal you need.
- If you can build Trade Stations, consider building a pair of them, and run Cargo Ships between them to generate extra Latinum. The farther apart they are, the more profit you make on each trip. In this way you can create a steady inexhaustible supply of Latinum.
- You need resources to be strong, and so does your opponent. Disrupting his mining operations, and cutting him off from Moons and Planets will hurt him by slowing or stifling his production capacity.
- Your Mining operations are your lifeblood. Defend them aggressively. Their loss could knock you out of the game. Consider building two or three turrets to defend them, and stage your fleets so that you can Warp in reinforcements quickly if needed.
- Never stop building until you run out of Officers. If you have to stop building because you ran out of resources, reread the tips above to increase your cash flow.

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### **The Smell of Phasers**

Just having a mighty Armada at your command is not enough to ensure victory. Here are a few tactics from our Admirals to help turn the tide of battle in your favor.

- With ships that have a rearward firing capability, it is often a good tactic to move them away from the enemy during battle. This will often string out the attackers allowing you to destroy them in ones and twos rather than face them en masse. This can also allow the fleeing ships to hit their pursuers while escaping some or all of their return fire. This is a great equalizer.
- When fighting against ships armed with Pulse Phasers, keep moving. They have a difficult time hitting moving targets, and will generally miss as often as not.
- If the opportunity presents itself, capture your opponent's key structures rather than just destroy them. You then have the option of using them against him by providing you with new ships and stations, or simply imagine the look on his face as you Decommission them and recover the resources for yourself.
- Often you can use a few inexpensive sacrificial lambs to eliminate an enemy fleet, which is on Red Alert. Have a couple ships attack the enemy fleet, and then run back to your base. Often the enemy fleet will follow your ships straight into the teeth of your base defenses, and get cut to pieces.
- Your base structures (especially your Starbase) are a great source of Crew when you are being attacked. If the enemy is trying to capture a one of your base structures, or if enemy ships are in your base, use nearby structures to beam Crew to friendly ships or stations to prevent capture and speed up repair, as well as beam Crew onto enemy ships whose shields have come down.
- Often you can win a game right at the start by quickly building a small attack force and hitting your opponent's critical structures before he has his base

defenses up. By the same token your opponent might try the same thing, so don't get forget to get some ships and turrets made quickly just in case.

- Build your base in the gravity well of a Planet or Black Hole. This will prevent enemy ships from Warping past your defensive turrets and striking sensitive rear echelon targets. It will also force them to move at Impulse speed, which may give you time to Warp in some defenders before too much damage is done.
- Other types of sacrificial lambs can be used to effect when attacking enemy bases. Consider sending in a few fast ships like Scouts to attract the attention of defensive Turrets while your attack fleet destroys them. Also capturing a nearby structure such as a Shipyard is often a good idea. Your new Shipyard will often draw the fire of the enemy Starbase, allowing your forces to attack the Starbase without taking fire themselves.

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### Less is More

- Sometimes when attacking big targets like Battleships and Starbases, using a lot of inexpensive ships in place of a few big ones can be a good way to go. This forces the enemy to target each of the little ships individually. It takes time to kill them all off, and in the meantime the swarm is hopefully doing a lot of sustained damage, and will often take out a critical system such as Weapons, or Life Support, which can end the battle quickly.
- Don't underestimate the lower level Cruisers and Destroyers. Especially in numbers, and armed with their special weapons, they can be a serious threat.

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### Race Specific Tips

Each race in Armada II has its strengths and weaknesses. Here are some top secret tactics fresh from the front lines guaranteed to help you turn the tables on the opposition.

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### United Federation of Planets

- The Federation Defiant class is arguably the most powerful Destroyer in the game. In sufficient numbers, and especially when armed with their Anti-Matter Mines special weapon, they are capable of taking down Borg Cubes and even Starbases in no time! Don't underestimate these little guys.
- Having a Nebula class science ship or two accompany your attack fleets armed with its Shield Disruptor or Engineering Team special weapons, can give enemy fleets a really nasty surprise by either greatly increasing their casualties, or greatly reducing yours.
- The Federation Manheim Temporal Research facility is an awesome weapon. Here are some fun things to do with it.
  1. Cast the stasis field on enemy stations like Refineries, Research, and Shipyards to halt progress for the duration of the effect.
  2. Cast the stasis field on enemy fleets either allowing you to defeat them with ease, or preventing them from moving while you attack elsewhere.
  3. Cast the stasis field on enemy Turrets and Starbases to prevent them from firing, while you waltz in with your attack fleet.

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## Klingon Empire

- The venerable Bird of Prey is very versatile unit early in the game. It can Cloak and be used to scout the map and enemy bases. Cloaked fleets of them can wreak havoc on lightly defended targets. Their Gravity Mine special weapon while causing no damage, slows enemy ships down substantially. Imagine the effect on the enemy's cash flow if all of his Freighters suddenly got really slow...
- Fleets of Vorcha class cruisers are to be feared. Armed with their Poleron Torpedo special weapon they can temporarily disable key systems on ships and stations such as Weapons and Life Support to devastating affect, and they can Cloak. 'Nuff said. Use these ships to soften up an enemy Starbase before bringing in the heavy stuff.
- Fleets of SuQ'Jah class cruisers should be feared for another reason. Their Klingon Commandos special weapon, allows them to capture enemy ships and stations intact without having to batter down their Shields first. Use groups of these ships behind your main assault waves to capture enemy Research Stations and Shipyards while your opponent is busy defending his Starbase.
- The Koloth class frigate is an essential part of any Klingon battle fleet. It's Weapon Enhancer field makes all of your ships more effective in combat. Don't forget to park one near each of your Starbases too. This will make your base that much harder to take.

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## Romulan Star Empire

- Virtually all of the Romulan combat ships are equipped with a Cloaking device. Skillful use of Cloaking, even after the enemy researches Tachyon Grid technology can help the Romulan commander keep his opponent off guard, and unsure of how strong an enemy he really faces.
- At the start of the game, park a Cloaked scout ship in your opponent's base. It will provide you with excellent recon information...until it finally gets discovered.
- Create small fleets of Raptor class artillery ships, and keep them Cloaked. Use them to target enemy Sensor arrays, Refineries, Turrets, or any lightly defended structure or stationary ships. Uncloak, fire, and then re-Cloak and move. If your Raptors do get jumped, use their Myotronic Inhibitor to disable the enemy weapons long enough to make your escape.
- The Shield Inversion Beam is a devastating special weapon. Research it, and not only will your Warbirds replenish their shields in combat, but a group of them can siphon off the Shield energy of a Starbase or Cube in seconds.
- For a real unpleasant surprise, have a couple Shadow class science ships accompany your attack fleets, armed with their Holo-Emitter special weapon. Then watch with glee as your opponents fleet attacks you, only to see his ships change appearance and begin attacking each other.

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## Cardassian Union

- Savvy Cardassian Commanders would do well to use hit and run attacks using their Cruisers that possess Cloaking technology early in the game to gain an advantage. This is particularly effective against lightly defended targets such as outlying mining operations. The Brinok class with it's Drone special weapon is usually the ship of choice for these missions.

- Once your Advanced Research Facility goes up, things get real interesting. Make Kulinor class science vessels armed with their Shield Harmonics Disruptor special weapon, to accompany your battleships, and watch the Starbases fall before you.
- The Dreadnaught Missile Super Weapon is powerful enough to destroy most stations with one hit, and severely damage nearby ships and stations. But you will need to punch a hole in the enemy's defensive perimeter, or create a diversion, because the Dreadnaught is easily destroyed by Turret fire.

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## Borg

- My Borgfriend's back and you're gonna be in trouble...Sorry. That's not strategy, that's just me having a good time. I'll take that all back...elbuort ni eb annog er'uoy dna kacb s'dneirfgroB yM.
- Assimilation weapons don't work on Species 8472, but they work quite nicely on everyone else thank you very much. Fleets of Assimilators armed with their special weapon are dangerous. Be afraid. A good Borg player can quickly siphon off the crew of an enemy ship or station, and then transport crew back on to the derelict and take it over in less time than it takes to read this.
- It's all about the Cube for the Borg. Build the Technology Assimilator. Capture enemy ships and Decommission them in the Technology Assimilator. This will add their special weapons to your Cubes. Oh my gosh...can you imagine facing fleets of Cubes armed with Corbomite Reflectors or Shield Inversion Beams?? Neither can your opponent.
- Once you build the Technology Assimilator, research the Collective Hub. This allows you to fuse eight Cubes or Tactical Cubes into mammoth Fusion Cubes. Be very very afraid.

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## Species 8472

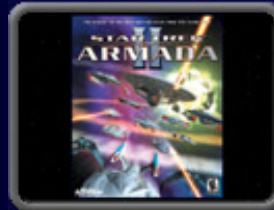
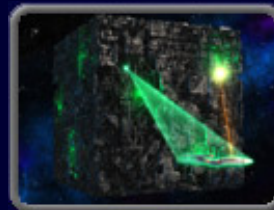
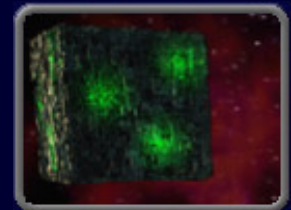
- Species 8472 commanders know that by building the Fluidic Rift generator as soon as possible gives them the ability to gate in Frigate class vessels very quickly. This can tip the balance of power in favor of the mysterious aliens in the early part of the game.
- The Cruiser's Psionic Disruption special weapon is awesome in stopping attacking ships in their tracks for a short time, making Cruisers and indispensable part of any Species fleet.
- The Behemoth is a powerful support ship. While it lacks the firepower of the larger Battleship, it's Nebula Generation special weapon allows it to create a Fluidic Nebula which affords it temporary invulnerability from most conventional weapons, and inhibits Warp travel.
- The Behemoth's Transient Rift special weapon allows it to instantly travel to any previously explored area of the map, allowing it to pop up in places your enemy least expects it. Perfect for ambushes, or attacking valuable targets far behind the enemy's front line.
- Species 8472 Embryos don't require any Pilots to build. This allows you to build quite a few of them to hold in reserve in a safe place, and still have a full compliment of Pilots manning your attack fleets. Then if a battle goes badly you can grab a bunch of your reserve Embryos, and tell them all to Evolve into a fleet of Cruisers, and in a short time you have a brand new replacement fleet.

- by Eric Lee

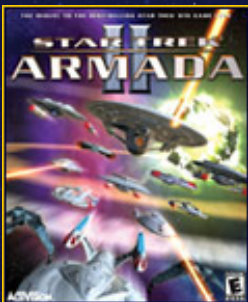
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Check out the new Wallpaper below from the *Star Trek Armada II* intro movie.

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[1024x768](#)[640x480](#) [800x600](#)  
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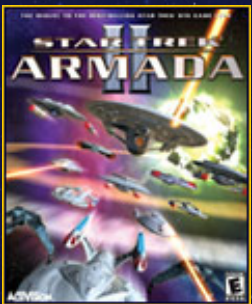


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## Sound Effects

We've included several of the in-game sound effects from *Star Trek Armada II*. You can check them out below by clicking on the included links.



- |   |   |
|---|---|
| ◀ <a href="#">Weapon 01</a> (37 KB WAV) | ◀ <a href="#">Click 04</a> (3 KB WAV)           |
| ◀ <a href="#">Weapon 02</a> (17 KB WAV) | ◀ <a href="#">Click 05</a> (12 KB WAV)          |
| ◀ <a href="#">Weapon 03</a> (25 KB WAV) | ◀ <a href="#">Click 06</a> (3 KB WAV)           |
| ◀ <a href="#">Weapon 04</a> (43 KB WAV) | ◀ <a href="#">Display 01</a> (25 KB WAV)        |
| ◀ <a href="#">Weapon 05</a> (21 KB WAV) | ◀ <a href="#">Display 02</a> (21 KB WAV)        |
| ◀ <a href="#">Weapon 06</a> (20 KB WAV) | ◀ <a href="#">Display 03</a> (27 KB WAV)        |
| ◀ <a href="#">Weapon 07</a> (27 KB WAV) | ◀ <a href="#">Display 04</a> (54 KB WAV)        |
| ◀ <a href="#">Weapon 08</a> (17 KB WAV) | ◀ <a href="#">Transporters</a> (76 KB WAV)      |
| ◀ <a href="#">Weapon 09</a> (20 KB WAV) | ◀ <a href="#">Warp Engaged</a> (87 KB WAV)      |
| ◀ <a href="#">Click 01</a> (5 KB WAV)   | ◀ <a href="#">Warp Dis-Engaged</a> (150 KB WAV) |
| ◀ <a href="#">Click 02</a> (2 KB WAV)   | ◀ <a href="#">Cloak Engaged</a> (102 KB WAV)    |
| ◀ <a href="#">Click 03</a> (8 KB WAV)   | ◀ <a href="#">Cloak Dis-Engaged</a> (82 KB WAV) |

NOTE: If you want to save any of these sounds to your local machine. Hold down your right mouse button and click on one of the above files. Then select Save As.

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We've included two of the music tracks from *Star Trek Armada II*. Each of the files are stored in .MP3 format. You will need either [Media Player 7](#) or another .MP3 capable application to hear these musical tracks.

**Federation - Track 01**

This track is the primary music track heard during the Federation campaign.

🔊 [Play Track 01](#) (1.42 MB MP3)

---

**Federation - Track 02**

This track is the battle music track heard during the Federation campaign.

🔊 [Play Track 02](#) (1.43 MB MP3)

---

**Klingon - Track 03**

This track is the ambient track heard during the Klingon campaign.

🔊 [Play Track 03](#) (844 KB MP3)

---

**Klingon - Track 04**

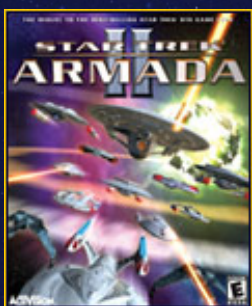
This track is the battle music track heard during the Klingon campaign.

🔊 [Play Track 04](#) (837 KB MP3)

---

The composer for these musical pieces is Danny Pelfrey of Earmark Productions created on behalf of Activision.

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Movies

We've included two separate versions of the Star Trek Armada II intro movie. One version is an executable version of the intro movie and the other version is compressed with Indeo5 video codec and can be viewed in [Media Player 7](#). Select one of the following:



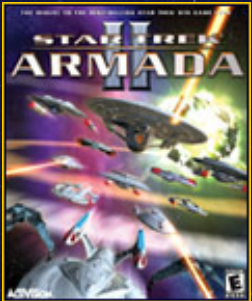
[\(35 MB - No Video Player or Codec Required\) \\*](#)

\* This version is the same as is used in the game, except converted to an .exe version for easy playback

[\(20 MB - Requires Media Player 7 to view\)](#)

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### Other Downloads

#### The Armada II Patch V 1.1

To download the Armada II patch, [click here](#).

#### The Armada II Game Demo

A demo version of [Activision](#) and [Mad Doc Software's](#) real-time strategy game "Star Trek Armada II" is now available. [Download demo](#).

#### The Armada II Manual.

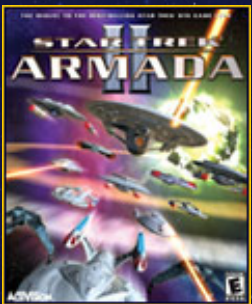
The manual for Armada II is now available for download. To view the manual, you will require Adobe's Acrobat Reader if you do not currently have it installed. The Acrobat Reader is available from the link provided below:

#### [Star Trek Armada II Manual](#)

File name: armada2\_manual.pdf  
File size: 1.17 MB

#### [Adobe Acrobat Reader](#)

Required to view armada2\_manual.pdf  
Freely available for download



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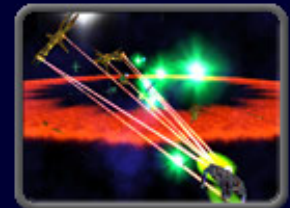
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## Game Demo

### *Star Trek: Armada II Demo*

Size of File (In Megabytes): **85**



### Minimum System Requirements

- Pentium® II 300 MHz or Athlon® processor or higher
- Windows® 95/98/2000/ME operating system
- 64 MB of RAM
- 350MB of uncompressed free hard drive space
- (plus 100 MB for the Windows swap file)

100% Windows 95/98/2000/ME-compatible computer system including:

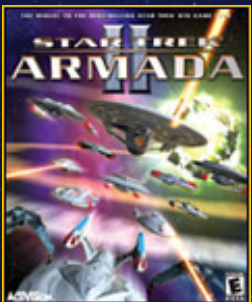
- DirectX 8.0a
- 100% DirectX 8.0a-compliant true 16 bit sound card and drivers
- 100% DirectX 8.0a-compliant 8 MB video card and drivers\*
- 100% Windows 95/98/2000/ME-compatible mouse and drivers
- 100% Windows 95/98/2000/ME-compatible keyboard
- 100% Windows 95/98/2000/ME-compatible quad speed
- (600 K/sec sustained transfer rate) CD-ROM drive and drivers

### Multiplayer Minimum System Requirements

- Pentium® II 450 MHz or Athlon(r) processor or higher
- 128 MB of RAM
- Internet (TCP/IP) via GameSpy supported
- Internet play requires a 100% Windows 95/98/2000/ME-compatible
- 28.8 Kbps (or faster) modem and drivers

**\*3D Accelerator Card Required**

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- A 100% DirectX 8.0a or higher compliant 8MB or higher 3D video card and driver is required to play *Star Trek: Armada II*.
- Some 3D accelerator card brands may not be compatible with the 3D acceleration features utilized by *Star Trek: Armada II*.
- Please check with the card's manufacturer to ensure DirectX 8.0a compatibility.

**Important Note:** This product uses DirectX 8.0a technology, which requires your system to have the latest Windows 95/98/ME/2000 drivers (for CD-ROM, video card, sound card and input devices) that fully support DirectX 8.0a

### Supported Chipsets for Windows 95/98\*\*

- 3dfx: Voodoo 3, 4, and 5
- Matrox: G550
- Kyro: I and II
- Trident Blade XP
- nVidia: Riva TNT, TNT2, and TNT2 Ultra
- All nVidia: GeForce Chips
- ATI: Radeon



\*\*Some but not all of the cards with the chipsets listed above have been tested on Windows 2000, ME, and XP. For Windows 2000, ME, and XP 3-D support, please refer to your hardware manufacturer for 100% DirectX 8.0a compliant drivers.

### Demo Summary:

*Star Trek: Armada II* is a real-time strategy game set in the *Star Trek* Next Generation universe. The demo includes the one Single Player mission of the Federation Campaign. It also includes one map that can be played in either Instant Action (Skirmish) or Multi-player. In the Single Player mission you play as the Federation. In Multi-player or Instant Action you can play as either the Federation or the Borg. For the demo you will only be able to play Multi-player via the Internet on GameSpy.

To view the included readme.txt file you can download it separately from here:  
<http://gaming.startrek.com/games/armada2/downloads/readme.txt>

### Get the Demo Now!

#### Download:

By downloading a file from an Activision server, you agree to Activision's [Terms and Conditions of Downloading Materials](#).



#### Option #1:

Download from armada2.com: <http://gaming.startrek.com/games/armada2//>

#### Option #2:

Download from fileplanet.com: <http://www.fileplanet.com/index.asp?file=82169>

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## Screenshots

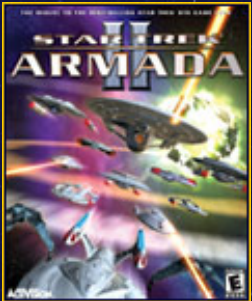


More Screenshots:

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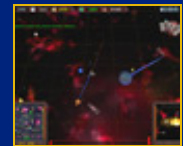
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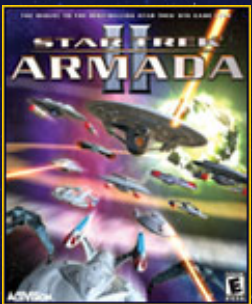


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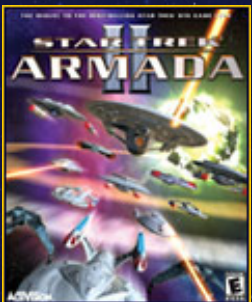
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### Fan Sites



For all the latest news about *Star Trek Armada II* check out [Armada Universe](#). The premier fan site for everything regarding *Star Trek Armada II*.

Also check out the following sites:

[ST-Armada.com](#) - Official site for *Star Trek Armada I*.

[BT Armada Mod Center](#) - Home of the Captain mod and other mods.

[ST Clan Directory](#) - All the clans and files.

[Galaxy Armada](#) - Fan site dedicated to delivering the latest news.

[ST Gamer](#) - information and resources relating to a few *Star Trek* related games.

[Rakes Weapons Textures](#) - New updated weapon effects for Armada.

[Starbase A-1 Alpha One](#) - Map and Mod archive for Armada.

[Star Trek Armada](#) - Information and resources for Armada I and II.

[St-Armada2.COM](#) - News, Information, and more about Armada II.

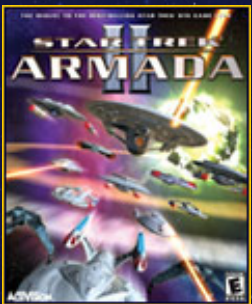
[Star Trek Armada Map Library](#) - Map archive site for Armada.

[Star Trek Deep Space Nine Dominion Wars Total Conversion](#) - Custom mod for Armada.

[The Modders Continuum](#) - Mod resource site with many different Mods and Conversions.

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# STAR TREK™ ARMADA

## Team

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### Art Team

#### Elizabeth Budington

Liz attended the school of the museum of fine arts for three years and has a BFA from Tufts University. She began work for Looking glass Studio in '96 and worked there until its closing in May of 2000.



#### Peter Calabria, Jr.

Education: bachelor of Fine arts in Illustration, Massachusetts College of Art

Peter Calabria is the Lead Artist for Armada2, and has been working in the field of computer games for ten years. Games worked on: *Eric the Unready*, *Fredrick Phols' Homeworld*, *DeathGate*, *Mission Critical*, *Callahan's Crosstime Saloon*, all for Legend Entertainment. *SuperHero League of Hoboken* and *Hodj 'n' Podj* for Boffo Games. *Dark Vengeance* for Reality Bytes. *DeepCover*, *The Lost*, *Freedom Force*, for Irrational Games.

#### Mark Graham

Mark Graham is relatively new to the game industry. His experience in architectural design, however, adds to the Mad Doc team an expertise in the conceptualization & manipulation of virtual space & structure. He holds a Master of Architecture from Harvard's Graduate School of Design along with a Master of Science in Structural Engineering from MIT and a Bachelor of Arts from Dartmouth College. His architectural experience ranges from housing projects in Switzerland to urban planning & academic buildings in the United States. Along with the Mad Doc offices, Mark's design work shows prominently in the Borg stations & ships in *Star Trek Armada II*.

#### Rick Knox

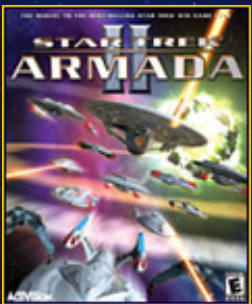


Rick Knox is an experienced modder first making models for the original *Star Trek Armada*. He co-founded a group called Apoc Entertainment, which has developed several mods for Armada, most notably Federation and Empire, a popular Kirk era conversion. After modding for Star fleet command in the private sector, he was contracted to work on the sequel called *Star Fleet Command: Orion Pirates*.

Rick is new to the gaming industry with only two games

under his belt. But he is excited about the future of gaming and excited to begin work in the game biz. Rick created some of the Federation vehicles for Armada II like the *Intrepid*, *Akira*, and *Steamrunner*.

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## Michael Swiderek

Michael Swiderek is an artist on *Star Trek Armada II*. Immediately after getting his bachelor of Fine Arts degree in 1998, Michael began work as an artist on *System Shock 2*, which was released in the summer of 1999. Since then, he has developed his skills on several unreleased titles (most notably, the upcoming Playstation 2 title, *The Lost*), before he came to Mad Doc Software in 2000 to work on *Star Trek Armada II*. When not at work, laboring on art for the next generation of *Star Trek* RTS's, Michael wonders why he's not at work, laboring on art for the next generation of *Star Trek* RTS's. Because he really has a lot left to get done, and shouldn't be at home goofing off and not working.

## Karen Wolff

Started in the game industry in 1998 at Looking Glass, working on *Flight Unlimited III*. Moved on to *Thief Gold* and *Thief II* as briefing illustrator, then on to *Jane's Attack Squadron* for a little while. Background in fine arts - degrees from Mass College of Art (painting)



## Interns

### Nicholas Greco

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### Design Team

#### Brian Mysliwy

Member of the Screen Actor's Guild and Actor's Equity Association. Has worked in theatres off Broadway and regionally, and in film, television and radio as an actor, sound designer, and crew chief. B.F.A. Magna Cum Laude from Niagara University, majoring in Theatre Arts (production and performance).



#### Steve Nadeau

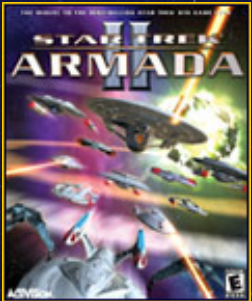
Education: Miskatonic University First Job in Game Industry: Looking Glass Technologies Favorite Baseball Team: New York Yankees Quote: "Do you realize that fluoridation is the most monstrously conceived and dangerous communist plot we have ever had to face?"

#### Michael Ryan



Michael Ryan was formerly employed at Looking Glass Studios and worked as a Designer on award-winning games such as *Thief: The Dark Project*, *System Shock 2*, and *Thief 2: The Metal Age*. Before the company closed its doors in May 2000, Michael was an Assistant Designer on the unreleased *Thief 2 Gold*, and Lead Level Designer on a project called *Deep Cover*. While dedicated to creating unique and groundbreaking games, he also enjoys movies and novels spanning various genres, including science fiction, cyberpunk, espionage, and gothic horror. He prefers loud music with high BPMs.

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**Star Trek: Armada II**



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# STAR TREK™ ARMADA II

## Team

Production | Art | Design | **Programming** | Test

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### Programming Team

#### Tim Farrar

Tim Farrar likes long walks in the park, picnics, and programming for companies such as Reality Bytes, Looking Glass Studios, and Mad Doc Software. His hobbies include drinking coffee, sitting at his desk, and shouting "I'm very busy. Go away!".



#### James Fleming



James (Jaemz) Fleming is an MIT graduate who specialized in Discrete Signal and Image Processing. He worked at Looking Glass Studios for its entire lifetime, and before that, for Blue Sky Productions: developing rendering technology for *Ultima Underworld I and II*, *System Shock*, *Terra Nova*, and *Flight Unlimited*, before leading the programming teams and writing the engines for *Flight Unlimited II*, and the yet to be released *Jane's Attack Squadron*.

*Squadron.*

#### Gordon Moyes

Gordon Moyes held senior and lead programming positions on such titles as *Dark Reign: The Future of War*, *Dark Reign: Rise of the Shadowhand*, *Civilization: Call To Power*, *Star Trek Armada*, and *Big Air Snowboarding* with Auran, Activision and Yaya.com, before joining forces with Mad Doc Software for the production of *Star Trek Armada II*.

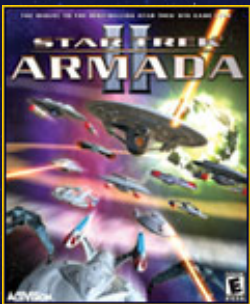
#### Matthew Nordhaus

Matthew Nordhaus graduated from Dartmouth College in 1989 with a degree in Computer Science. Addicted to videogames since age 12, Matthew fulfilled a life long dream when he joined Mad Doc Software and got to make video games for a living. So far he has worked on *Star Trek Armada*, *Call to Power II*, and *Star Trek Armada II*. He lives in Littleton MA, with his wife Christine and son Max.



#### Tara Teich

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It was a tough choice, but I decided to lay aside my burgeoning lemonade trade and attend Northwestern University. I joined the Mad Doc team four years later in the summer of 2000, newly minted Computer Science degree in hand. Since then, I have enjoyed my position as doorstep -- oops, I mean junior programmer, doing odd tasks on *Call To Power 2* and *Star Trek: Armada II*. I'm hoping to parlay my success as a programmer into a celebrated acting career.

### Kevin Wasserman

Kevin Wasserman is an industry veteran with 7+ years of experience, including 6 years at the now defunct Looking Glass Studios. His credits include *Ultima Underworld*, *Ultima Underworld 2*, *System Shock*, *Flight Unlimited*, *Flight Unlimited II*, *Flight Unlimited III*, *Thief*, *Thief II*, and *Call to Power II*. He enjoys programming, bridge, Ultimate, basketball and being disappointed by the Red Sox.

## Interns

### Jason Craig Dunlop

Being the youngest member at Mad Doc, I am reminded often (mainly from Tim) about "kids today" and my lack of knowledge concerning key games developed in the 80's. I have learned to accept these from the wiser and *older* programmers. *Star Trek Armada II* is the first game I have worked on, and have thoroughly enjoyed it thus far. I attend Rensselaer Polytechnic Institute, and will be returning this fall as a Junior.



### Sarah Hastings

I'll be a graduating in December from Merrimack College with my CS degree. *Star Trek Armada II* was my first work in the gaming industry. Hobbies include martial arts and playing text based role playing games.

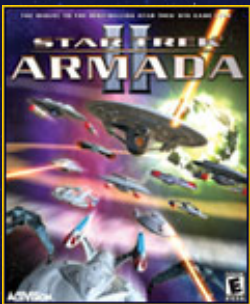
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*Star Trek: Armada II*



Production | Art | Design | Programming | **Test**

## Team

### Test Team

#### Activision Inc.



##### Eric Lee, Production Tester

A veteran of the original Armada team, Eric has the best job in the place. Basically we pay him to sit around and play *Armada II* all day. He feels your pain. A lifelong Gamer, Trek fan, and Real Time Strategy aficionado, his five year mission is to increase the Fun Factor in the world...one game at a time. Credits include: *Civilization: Call to Power I & II*, *Vampire: The Masquerade*, *Star Trek Armada*, *Heretic II*, and *Tenchu: Stealth Assassins*.



##### Doug Mirabello, Production Tester



Doug drove from New Jersey to Los Angeles to pursue a career in film. As a true testament to his talent and drive, he now plays video games for a living. He has worked on other *Star Trek* titles for Activision including *Away Team* and the *Elite Force* expansion pack. Doug is currently annoying the developers of both *Armada II* and *Bridge Commander* with his amazingly thorough and entirely pointless knowledge of *Star Trek* and the English language.

##### Timothy Ogle, Production Tester

Although he's named Timothy, there are some who call him "Tim." Tim has worked on several projects since coming to Activision from one of its competitors, THQ. While relatively new to the Armada II team, many a fleet has perished under the mighty fist of "the one who rides the short-bus." Along with his plush Wampa, Tim has worked on many of Activision's recent products such as: *Matt Hoffman's Pro BMX*, *Commander Keen (Re-release)*, *Doom GBA*, *Doom Collector's edition*, *X-men Mutant Academy (1&2)*, *Stuart Little*, *Supercar Street Challenge*, *The Weakest Link*, *Spiderman 2*, and *Return to Castle Wolfenstein*.

#### Mad Doc Software, LLC.



##### Nathaniel Blumberg

Formerly at Looking Glass, Hardwired Games, Reality Bytes. Designer on *Deep Cover*, *Thief II Gold*, *Dark Vengeance*. Programmer on *Continuum*.

### **Daniel Kirkorian**

Lead Quality Assurance tester on *Thief II*; Tester for *System Shock 2*, and *Flight Unlimited III*.

### **Doug Landon**

Testing on *Star Trek Armada II* and *Jane's Attack Squadron*.

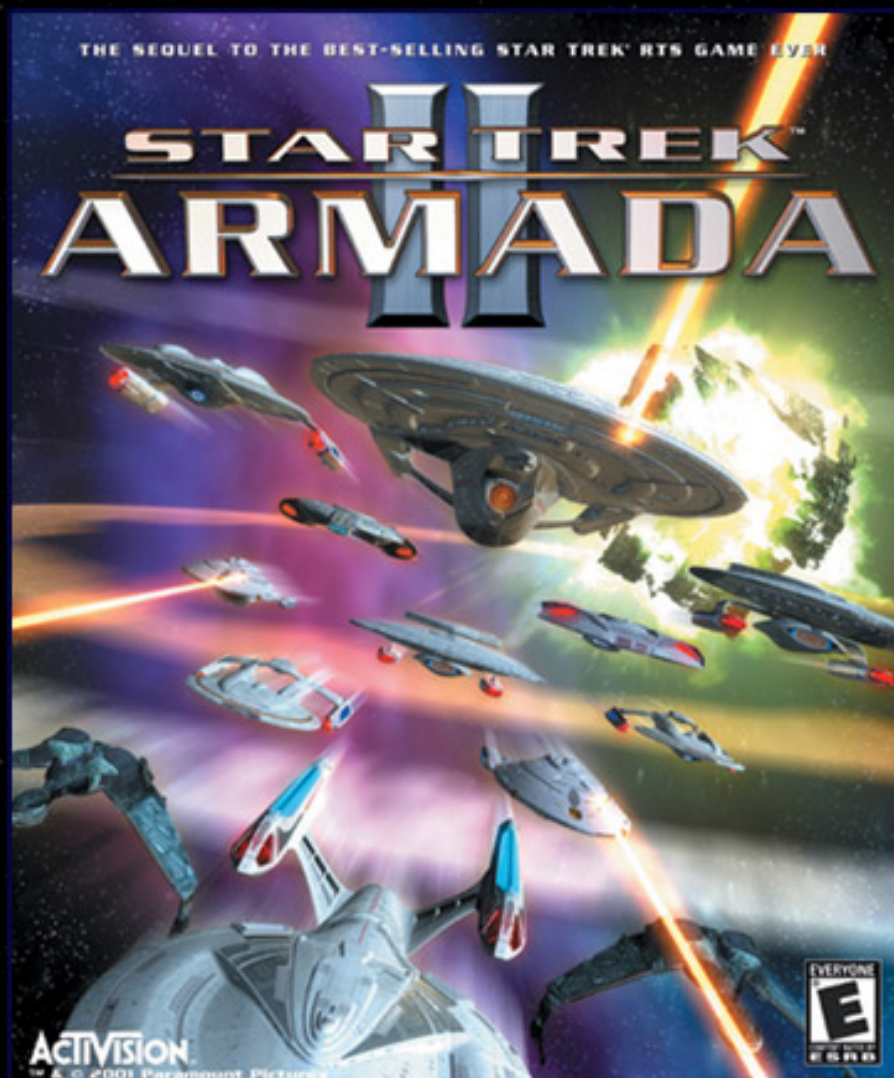
### **Chris Wyman**

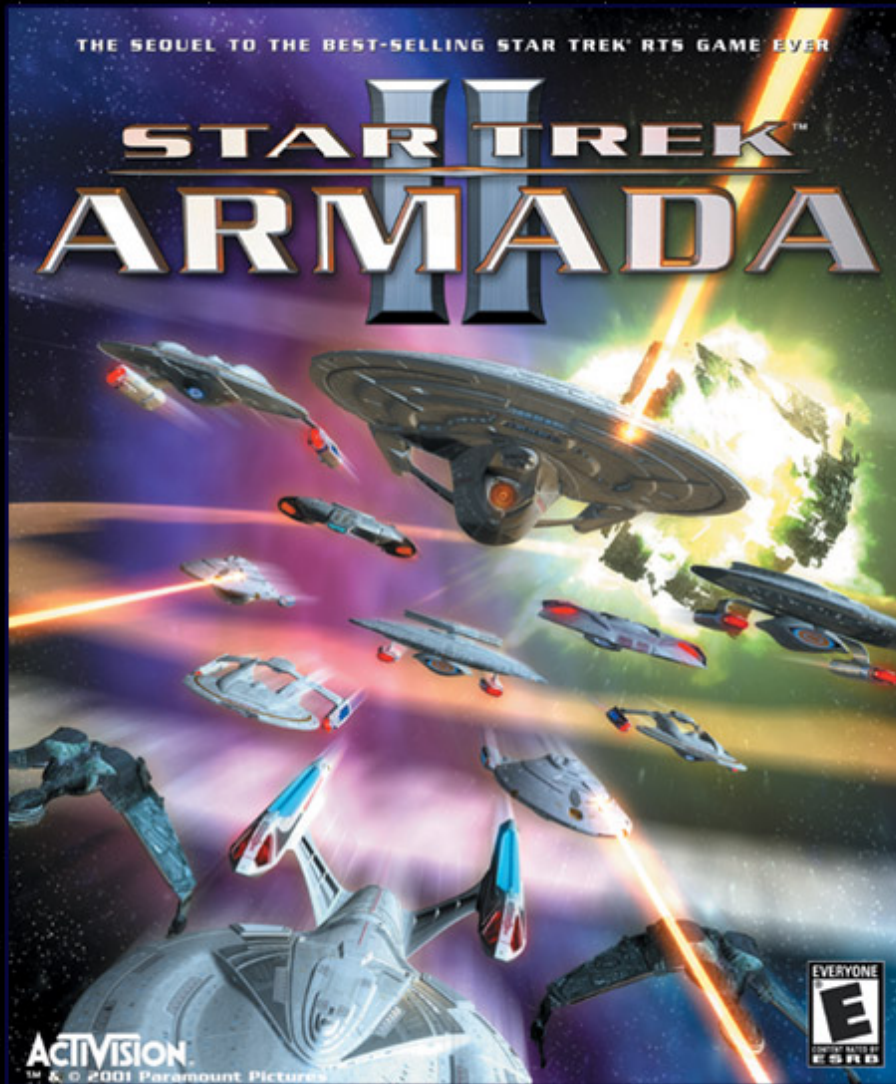
Testing on *Star Trek Armada II* and *Jane's Attack Squadron*.

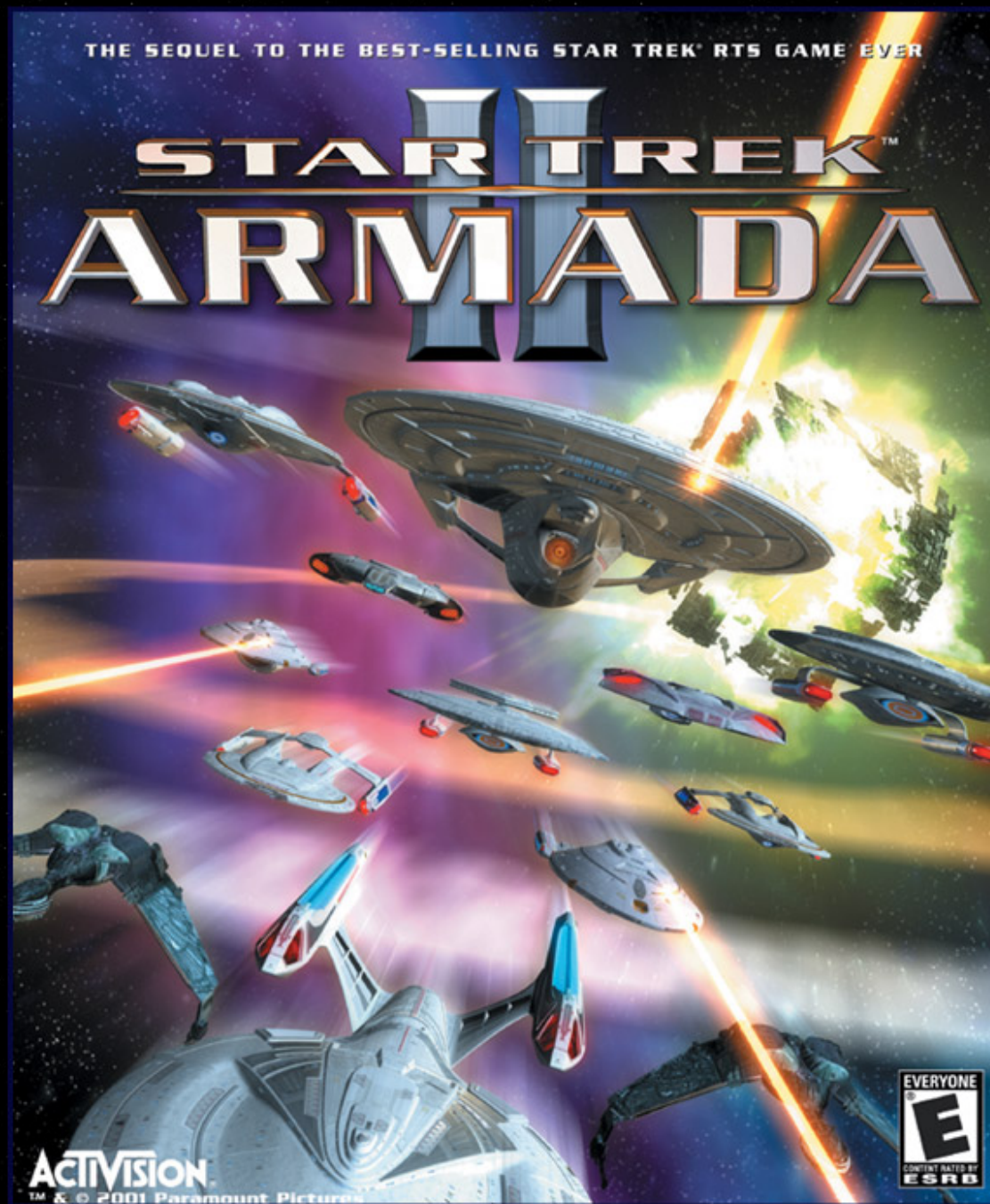


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The title screen for Star Trek Armada II features the game's title in a large, metallic, 3D font. The words "STAR TREK" are on the top line, and "ARMADA II" is on the bottom line. The Roman numeral "II" is significantly larger and positioned between the two lines of text. The background is a dark, star-filled space with a bright blue and white curved light source, possibly a planet or nebula, in the upper right corner.

# STAR TREK<sup>®</sup> ARMADA II

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The title screen for Star Trek Armada II features the game's title in a large, metallic, 3D font. The words "STAR TREK" are on the top line, and "ARMADA II" is on the bottom line. The Roman numeral "II" is significantly larger and more prominent than the other characters. The background is a dark, star-filled space with a bright blue, glowing nebula or comet streak in the upper right corner. The overall aesthetic is futuristic and cinematic.

# STAR TREK<sup>®</sup> ARMADA II

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The title screen for Star Trek Armada II features the game's title in a large, metallic, 3D font. The words "STAR TREK" are on the top line, and "ARMADA II" is on the bottom line. The Roman numeral "II" is significantly larger and positioned between the two lines. The background is a dark space scene with a bright blue comet streaking across the upper right and a reddish-brown nebula at the bottom. The title text has a blue and white gradient with a metallic sheen.

# STAR TREK<sup>®</sup> ARMADA II

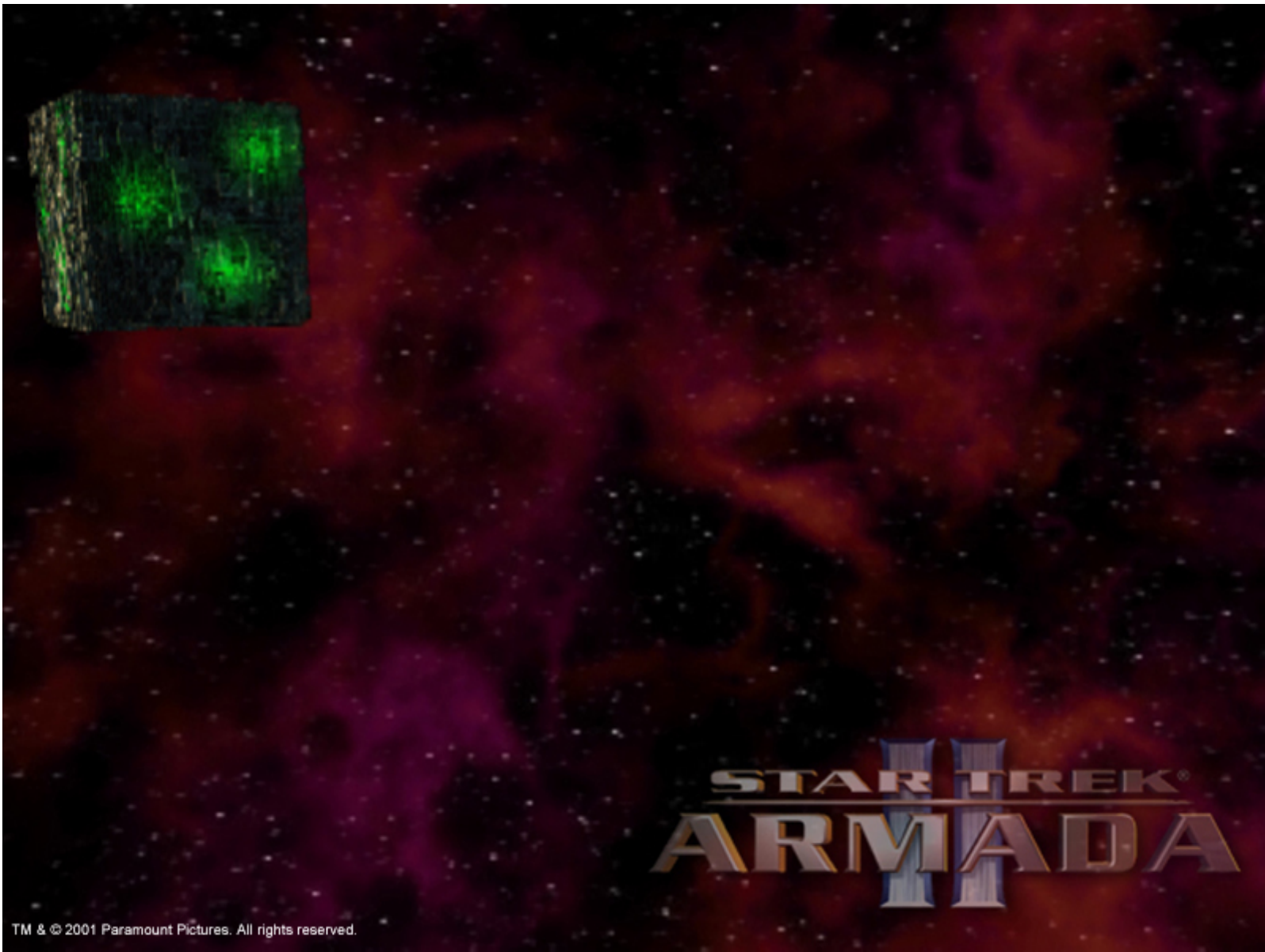
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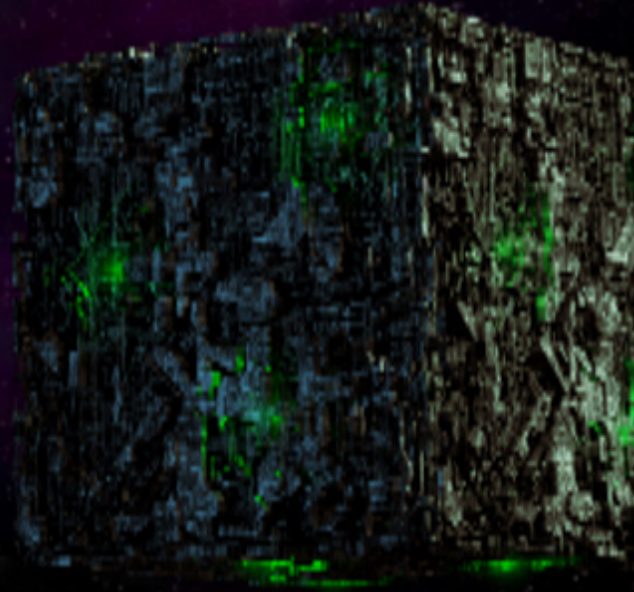






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### Armada II Patch Version 1.1

Size of File (In Megabytes): 13

#### Instructions:

To upgrade your version of Armada II, simply download the StarTrekArmada2Patch.exe (12.7 MB) and double-click it.

#### Notes:

The upgrade will work for the Microsoft Windows 95/98/2000/ME versions of Armada II (US, UK, and German). Saved games from Version 1.0 of Armada II will not work with Version 1.1.

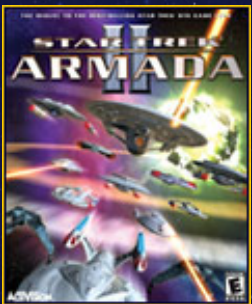
#### New Changes:

- Adjusted the power of Borg Cubes for better balance
- Health bars of ships in the ship display now display the color of the ship's shields: green for full health, red for almost depleted and blue for no shields.
- Added a metal cost to creating a fusion cube. It will now cost 750 metal to form the fusion cube. It will cost 1500 metal to form the Tactical Fusion cube.
- Increased max zoom-out in strategic view from 1500 to 2200.
- Added 'F' as hotkey to bring up Formations menu.
- Added a left-click interface mode. Left click will give orders and select, while right click will be to deselect.
- Species 8472 fleets using the bio-pulse conduit now share damage (e.g. 50 points of damage to one ship gets dealt out as 10 points to each of 5 ships in the fleet) when the frigate is targeted.

#### Multiplayer/Instant Action Enhancements:

- Improved the game's Artificial Intelligence with numerous tweaks.
- Added an option to disallow map downloads, or only download after asking.
- Minimaps will display immediately after map download.
- You can recrew a station while life support is down.
- To save a multiplayer game, press CTRL+S. To load a saved game, you can choose it from the map selection screen in multiplayer.
- Added a slider for ship (not station) build times.
- Added a slider for global unit cost.
- Added a slider for map depth.
- Added a Slower Physics button. This will cause larger ships to turn and accelerate more slowly, more in line with the physics of ships seen in Star Trek shows and movies. This will affect Federation, Cardassian, Romulan, and Klingon vessels.
- Per fan requests, added an "Early Upgrade" techtree, which allows the ship

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Star Trek: Armada II



upgrade facility to be built immediately after the first research facility is built.

#### **New Fixes:**

- Eliminate the warp jumpiness of the AI.
- Your own ships will not attack your fleet.
- Fixed fireball explosions.
- Fixed Radeon 8500 performance issue by disabling vertex buffer flushing for Radeon
- Optimizations for path planning system.

For a complete list of changes, please see the *Armada II 1.1 Patch Readme* at the end of the patch installation. The readme will be available in the root directory of the Armada II folder after installation.

#### **Download:**

By downloading a file from an Activision server, you agree to [Activision's Terms and Conditions of Downloading Materials](#).

[\*\*Get the patch now!\*\*](#)

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## INSTALL

# INSTALLING STAR TREK: ARMADA II

## HOW TO INSTALL

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

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

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

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

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

Please register your copy of *Star Trek: Armada II*. To make it easy and fast, you can use our electronic registration system. There are two ways to access the system: (1) from the *Star Trek: Armada II* title screen click on Help/Support, and then click Register or (2) From the Start menu go to *Star Trek: Armada II*/Register.

## TITLE SCREEN BUTTON FUNCTIONS

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

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

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

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

## TROUBLESHOOTING

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

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

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

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

## TROUBLESHOOTING

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

1. From the title screen, click on Help/Support then Help Documents.
2. After installation, from the Start menu, select Programs/*Star Trek: Armada II*/Armada II Help/Armada II Help Documents.

## AUTOPLAY

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

1. Double-click on the My Computer icon on your desktop or right-click on the icon and choose the Open option.
2. Select the Refresh option located in the View pull-down menu.
3. Double-click on the *Star Trek: Armada II* CD icon in the window or right-click on the icon and choose the AutoPlay option.
4. After the *Star Trek: Armada II* title screen appears, click on the Play/Install button. If the AutoPlay feature does not function, please check the following:
  - A. Make sure the CD is clean and properly placed in the CD-ROM drive.
  - B. Your CD-ROM driver may not be optimized for use with Windows 95/98/ME/2000. To verify this, perform the following steps:
    - a. Open the Windows 95/98/ME/2000 Control Panel folder and double-click on the System icon.
    - b. Click on the Performance tab. If any of your hardware drivers are not fully optimized for use with Windows 95/98/ME/2000, they will be listed here with an explanation of the exact problem and suggestions on how to fix it.

## TROUBLESHOOTING

## DIRECTX 8.0A

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

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

- A. Microsoft's DirectX 8.0a is a set of functions that gives Windows 95/98/ME/2000 games and other applications their power. Using these functions allows applications to perform advanced functions in networking, graphics, sound, and input beyond what's possible on other operating systems and accounts for many of the performance gains associated with Windows 95/98/ME/2000 games. *Star Trek: Armada II* uses Direct3D, DirectDraw, DirectSound and DirectInput, four of the DirectX 8.0a functions.

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

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

**Q. I already have other Windows 95/98/ME/2000 games installed on my computer. Will the Microsoft DirectX Installer change my DirectX files?**

- A. If you already have other Windows games on your computer, chances are you already have an earlier version of DirectX installed. In this case, the Microsoft installer will detect and overwrite any previous versions with DirectX 8.0a. At that point, you will need to restart your computer for the changes to take effect.

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

## CHAPTER

## PROBLEMS &amp; SOLUTIONS

**Intro Movie and Cinematics do not play properly**

- Make sure your system meets the minimum requirements for the program, especially your CD-ROM drive. The program requires a CD-ROM drive with a minimum sustained transfer rate of 600K/sec (a quad-speed drive).
- You may not have enough RAM to run movies. Check to make sure you have sufficient RAM to run this product. You need at least 64 MB.
- Too many other applications may be running. Close down other applications (especially DOS boxes or modem programs) and try again. We strongly recommend that you not run other applications while running *Star Trek: Armada II*.

**Game freezes**

- Make sure your computer has at least 64 MB of RAM.
- Make sure you are using the latest 32-bit drivers for all your peripheral devices.

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

- Make sure you have a 100% DirectX 8 Windows-compatible sound card in your computer.
- Make sure your speakers are plugged in correctly and turned on, and make sure the volume is turned up to an audible level.
- Make sure you are using the latest 32-bit sound drivers for your sound card.
- Make sure your audio card is properly installed and that you have the correct audio drivers installed. Check your audio card's installation and its setup parameters within Windows 95/98/ME/2000 to be sure all are correct. See your card's manual and your Windows 95/98/ME/2000 manual for details.
- Check your settings in your Control Configuration.

**Game too slow**

- Make sure you are running *Star Trek: Armada II* on a Pentium II 300 or higher system with 64 MB of RAM. A lower system usually will not run Armada II satisfactorily.
- Try turning off some game options in the Graphic Settings screen or lowering the Graphic Detail setting.
- Make sure you have no other applications running in the background.
- Make sure your screen resolution is set as low as it can be in the Graphic Options screen.
- The game may run faster if more RAM is available. Increasing the RAM in your system to 128 MB of RAM will make the game run faster.

## PRELUDE

## PRELUDE

## STARDATE 54500.3

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

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

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

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

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

## MAIN MENU

## MAIN MENU



## SINGLE PLAYER



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

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

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

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

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

## IN-GAME CINEMATICS

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

## MAIN MENU

## MISSION OBJECTIVES SCREEN

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

## SAVE/LOAD

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

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

## MOUSE SELECTION

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

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

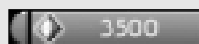
## INTERFACE

## INTERFACE



## RESOURCES

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

**Dilithium**

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

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

When an order to build a unit is given, the dilithium required for that object is taken from your dilithium account. Cancelling construction of a unit replaces the dilithium for that unit back into your account. Decommissioning a ship or station replaces dilithium back into your account.

To collect dilithium, a mining station needs to be built—preferably near a dilithium moon. Once built, a freighter will mine dilithium from the nearest dilithium moon. More freighters can be built to increase the rate at which a team acquires dilithium. Only one freighter can mine a moon at one time, although one can be mining a moon while another is returning its load to a mining station.

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

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

## INTERFACE

**Metal**

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

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

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

**Latinum**

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

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

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

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

**Bio-matter**

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

## CREW

## CREW



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

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



## OFFICERS

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

*Note: You are limited to 600 officers total.*



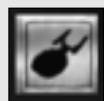
## Pilots

(Species 8472 only)

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

## OPTION BUTTONS

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



## Idle Ship

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

## OPTION BUTTONS



## Toggle View

Switches the view between the Strategic and Tactical Views.

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



## Show Objectives

Shows the current mission objectives.



## Comm Menu

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



## Advanced Buttons

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



## Toggle Palette

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



## Toggle Help

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

## CINEMATIC WINDOW

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

**Main Menu**

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

## CINEMATIC WINDOW

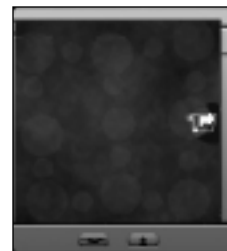


In the lower right corner of the screen, you'll find the Cinematic Window. The view will show events occurring in other parts of the map, prioritized by significance. Clicking on the window will bring you directly to that event. Double-clicking on this window will also change your view from strategic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

## MINI MAP

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

## WARP SPEED



## SHROUD AND FOG OF WAR

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

## FILTERS

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

## WARP SPEED

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

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

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

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

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

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

## SHIP DISPLAY

## SHIP DISPLAY



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

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

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

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

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

## MOUSING OVER SHIPS

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

## COMMAND MENU

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

## COMMAND MENU



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

## SHIP ORDERS

**Stop**

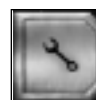
Orders this vessel to stop its current actions.

**Orders Menu**

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

**Attack**

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

**Repair and Recrew**

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

## COMMAND MENU



### Priority Repair

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



### Patrol

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



### Scout

The ship will search unexplored areas of the map.



### Search and Destroy

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



### Guard

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



### Decommission

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



### Trade Menu

Go to the Trade menu to exchange resources.



### Set Rally Point

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

## COMMAND MENU



### AI Menu

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



### Evolve Menu

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



### Build

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



### Tractor Beam

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



### Recrew

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



### Research

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



### Back

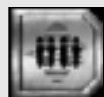
Return to the previous menu.

## FORMATIONS MENU

**Transport**

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

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

**Transport Attack**

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

**Self Destruct**

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

## FORMATIONS MENU



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

**Assault Wall**

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

**Column**

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

**X Formation**

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

## AI MENU

**Sheet**

Array ships in 2D plane. Maximizes sensor scanning.

**Clover Leaf**

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

**Circle**

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

**Arrow**

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

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

## AI MENU



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

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

**Green Alert**

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

**Yellow Alert**

This sets the unit into Yellow Alert. This level of alert requires that a craft only fires on an enemy if it is fired upon. It will pursue this craft within a small radius of its center point, then disengage and return to its point of contact.

## AI MENU

**Red Alert**

(Default status)

This sets a unit into Red Alert. In Red Alert, a craft will fire on any enemy craft it sees. It will pursue this craft within a small radius of its center point.

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

**Low Movement Autonomy**

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

**Medium Movement Autonomy**

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

**High Movement Autonomy**

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

**No Special Weapon Autonomy**

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

**Medium Special Weapon Autonomy**

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

**High Special Weapon Autonomy**

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

## FLEETS

## FLEETS

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

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

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

**A few things to note about fleets:**

- Ships can only belong to one fleet at a time
- A construction facility can belong to a fleet, and every ship produced by that facility will automatically join that fleet (until the 16 slots are filled)
- If a fleet is selected, any AI orders given become the default for that fleet. Changing AI orders will affect the entire fleet.

## SHIPS, SPECIAL WEAPONS, AND STATIONS

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

Most special weapons require a set amount of special energy to operate. These special weapons are built at the research and science stations. Once built, a pod representing the special weapon appears on the station. If one of these pods or stations is destroyed by an enemy, your fleet loses access to that special weapon.

Special weapons operate in two ways. Most special weapons work simply by clicking on the special weapon icon located in the Command menu. A few special weapons require a target, be it a location or another object, to fire at. For these weapons, you'll need to click on both the special weapon icon and the target of the weapon.

## THE FEDERATION

## RACES

## THE UNITED FEDERATION OF PLANETS

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

## THE FEDERATION FLEET

## NON-COMBAT SHIPS

**Freighter**

The Federation freighter is outfitted with a reinforced hull, capable of carrying large amounts of unprocessed dilithium or latinum. Freighters have no weapons, though their heavy shielding allows them to withstand considerable damage in combat.

**Construction Ship**

The Federation construction ship is loaded with a team of worker bees in its cargo bay. When constructing a station, these one-person engineering shuttlecraft are deployed from the construction vessel. While the construction ship transports the raw materials, the worker bees assemble the areas with welding lasers.

Like freighters, construction vessels are not armed with weapons. They do have a tractor beam that allows them to tow derelicts and ships with disabled engines.

## THE FEDERATION

**Repair Ship**

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

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

**Cargo Ship**

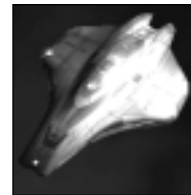
Federation merchant ships ply the space lanes, moving between the trading stations near worlds both inside and outside the Federation. They are equipped with excellent shields, but no defensive armaments, relying on their maneuverability to get them out of harms way.

**Colony Ship**

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

*Note: Not all planets are suitable for colonization.*

## COMBAT SHIPS

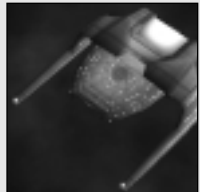
**Venture-class Scout**

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

## THE FEDERATION

**Special Weapon:** Tachyon Detection Grid

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

**Iwo Jima-class**

One of the newest additions to the Federation's Starfleet, the *Iwo Jima*-class assault ship went into production in 2375. Carrying Federation marines, the *Iwo Jima*-class is designed to deploy its cargo both quickly and efficiently to the target (a ship or a facility) and take control of it in the shortest possible time.

Federation marines have a reputation for toughness, and come from a variety of Federation member races. A pulse phaser and a tractor beam for immobilizing targets complement the *Iwo Jima*-class ships.

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

**Aegian-class**

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

**Special Weapon:** Shield Enhancer

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

**Defiant-class**

Initially designed as an escort vessel, the *Defiant*-class began development in 2366 with the explicit intent of defending the Federation against the Borg. Since their initial production run, the *Defiant* has quickly filled the ranks of the Federation fleet and is now one of its most abundant starships. Each *Defiant* is outfitted with two

## THE FEDERATION

forward-firing pulse phasers on its bow, allowing it to unleash a barrage of firepower at any opponent they face.

**Special Weapon:** Anti-matter Mines

The *Defiant*-class can be modified to carry a payload of anti-matter mines. These mines lie still in space until they detect the engine signatures of a nearby enemy ship, causing them to home in on their target and detonate.

**Sabre-class**

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

**Steamrunner-class**

The *Steamrunner*-class went into production in 2371 as part of Starfleet's response to the larger, disposable Jem'Hadar fleets. As a result, the *Steamrunner* is armed with long-range tri-cobalt torpedoes. These torpedoes—effective as long-range artillery—cause tremendous damage. As a consequence of the tremendous energy it takes to fire its weapons, the *Steamrunner* tends to be

slower and have less shielding than its counterparts, making it an easier target if engaged at close range.

**Special Weapon:** Engine Overload

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

**Akira-class**

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

## THE FEDERATION

**Special Weapon: Chain Reaction Pulsar**

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

**Intrepid-class**

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

both phasers and photon torpedoes, the *Intrepid*-class ships rely more heavily on their speed and maneuverability to survive in combat.

**Nebula-class**

Designed originally for scientific research and exploration, the *Nebula*-class starships have been refitted for combat since the Dominion War. With an extensive array of multi-purpose weaponry and new technology at its disposal, the *Nebula* is a great complement to the

Federation fleet. In addition to the *Nebula*'s phaser banks, it can be outfitted with four special weapons researched at the Federation Science Station.

**Special Weapons:****Shield Disruptor**

This weapon was based on technology adapted from the Breen Shield Dampening Weapon. It disables the shields of a group of enemy ships for a short time, allowing weapons to damage the hull and systems directly.

**Gemini Effect**

The Gemini Effect was created as a result of Dr. Paul Manheim's temporal research in 2364. The effect creates a temporal disturbance in the space-time continuum, allowing two of the same ship to exist simultaneously in different locations.

## THE FEDERATION

**Point Defense Phaser**

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

**Engineering Team**

Each *Nebula*-class can be assigned teams of Starfleet engineers. These miracle workers can be transported onto other allied ships, temporarily increasing their repair rate and shield recharge rate.

**Galaxy-class**

Introduced into Starfleet in the early 2360s, the Galaxy-class was designed to be the flagship of the fleet. A well-armed and formidable class of ship, the Galaxy-class has been at the heart of exploration and defense of the Federation. Galaxy-class ships have the

ability to separate their saucer section from the stardrive section, making them one of the fleet's most versatile classes.

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

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

**Saucer Module:**

- Not capable of warp speed, only impulse speed
- Contains 71% of the total crew
- Contains shorter range sensors than stardrive section
- Faster impulse speed
- 2 Phaser strips
- 1 aft-firing photon torpedo

## THE FEDERATION

**Stardrive Section:**

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

**Sovereign-class**

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

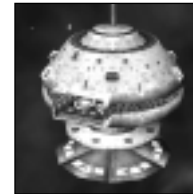
**Special Weapon:** Corbomite Reflector

Originally used as a bluff by Captain James T. Kirk, the fictitious Corbomite Reflector became a reality in 2363 when a long-retired engineer submitted plans for the device to Chief Engineer Geordi LaForge. *Sovereign*-class vessels have since been modified to accommodate a reflector, which enables it to redirect enemy fire back at its opponents. When activated, a portion of the incoming fire is reflected directly back at the enemy vessel, while the rest is deflected into space.

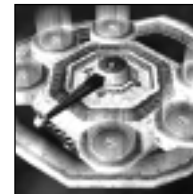
*Note: Phaser fire and disruptor fire will still hit the ship when the Corbomite Reflector is active.*

## THE FEDERATION

## THE FEDERATION STATIONS

**Federation Starbase**

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

**Federation Mining Station**

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

**Federation Orbital Processing Facility**

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

**Federation Pulse Cannon**

The Federation Pulse Cannon is a small, unmanned defensive platform. It provides support for Federation outposts by firing pulse phasers at all enemy vessels within its range. You must have a starbase to build a pulse phaser cannon.

## THE FEDERATION

**Federation Sensor Array**

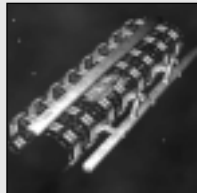
The Federation Sensor Array is an unmanned, small satellite that provides line-of-sight in a wide area around it. The sensor array can be modified to use a Tachyon Detection Grid to locate cloaked ships if developed by a research station.

**Federation Trading Station**

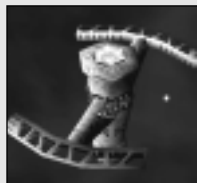
The Federation is rich with culture and trade, and the Trading Station is the center of the economy. Once constructed, a trading station can be used to buy or sell dilithium, metal, and latinum—particularly useful when there is an abundance of one resource but a limited supply of another. You can build a cargo ship that can

then be sent to other trading stations you construct, or trading stations of other allied players. Ferengi traders will periodically send trading ships to any trading stations you construct, generating latinum for you.

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

**Federation Shipyard**

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

**Federation Torpedo Turret**

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

## THE FEDERATION

**Federation Research Facility**

The Federation Research Facility allows you to upgrade the *Venture*, *Defiant*, *Steamrunner*, *Akira*, and *Sovereign*-class, each with its own special weapon. When each new ship's technology is researched, a new pod is built onto the research facility. Though they are attached to the facility, each pod has its own shields and can be targeted independently from the main structure. If the research

facility is destroyed, all pods on the facility are destroyed with it. A research facility can build the following pods:

**Tachyon Detection Grid**—*Venture*-class

**Anti-matter Mines**—*Defiant*-class

**Engine Overload**—*Steamrunner*-class

**Chain Reaction Pulsar**—*Akira*-class

**Corbomite Reflector**—*Sovereign*-class

**Shield Enhancer**—*Aegian*-class

**Federation Advanced Shipyard**

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

**Federation Science Station**

The Federation Science Station upgrades the *Nebula*-class vessels. When each new technology is researched, a new pod is built onto the Science Station. Though they are attached to the station, each pod has its own shields and can be targeted independently from the main structure.

If the science station is destroyed, all pods on the station are destroyed with it. The science station can build the following pods:

**Shield Disruptor**—*Nebula*-class

**Gemini Effect**—*Nebula*-class

**Point Defense Phaser**—*Nebula*-class

**Engineering Team**—*Nebula*-class

## THE FEDERATION

**Vulcan Research Institute**

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

**Temporal Research Facility**

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

## KLINGON EMPIRE

## KLINGON EMPIRE

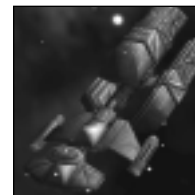
The Klingon Empire was founded over 1,500 years ago on the planet of Qo'nos by Kahless the Unforgettable. Klingons are a humanoid warrior civilization bound by pride, tradition, and honor. Their violent and aggressive nature has made them an interstellar power to be respected. Each chapter of the Empire's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

## THE KLINGON FLEET

## NON-COMBAT SHIPS

**Freighter**

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

**Construction Ship**

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

## KLINGON EMPIRE

**Repair Ship**

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

**Cargo Ship**

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

**Colony Ship**

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

## COMBAT SHIPS

**NuQ'Duj-class**

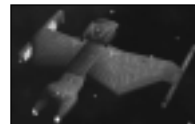
The *NuQ'Duj* is a fast and mobile fighter used primarily for scouting and patrolling the Neutral Zone. It is both a blessing and a curse for the Klingon officer to command. These scouts are only equipped with one forward-firing disruptor cannon, preventing the captain from gaining much honor in battle. 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.

## KLINGON EMPIRE

**Chava'kal-class**

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

*Chava'Kal*-class ship are capable of overwhelming the crew of a larger vessel.

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

**Koloth-class**

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

**Special Weapon:** *Weapons Enhancer*

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

**B'rel-class (Bird of Prey)**

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

**Special Weapon:** *Gravity Mines*

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

## KLINGON EMPIRE

**Chuq'Beh-class**

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

**SuQ'Jagh-class**

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

launchers and is crewed with the bravest close-quarter warriors in the Empire.

**Special Weapon:** Commando Team

The *SuQ'Jagh* can be modified to launch pods of commando teams onto enemy ships. These pods are capable of penetrating enemy shields, allowing a squad of Klingons to board and attack an enemy ship from the inside.

**Vor'Cha-class**

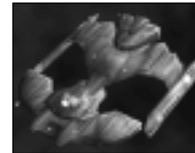
This Klingon cruiser compliments the Klingon Imperial Fleet with both its formidable phasers and cloaking capability. For the past fifty years, the *Vor'Cha* has steadily replaced the *Bird of Prey* as the most abundant ship in the defense force. The *Vor'Cha* continues to be

an essential part of the Klingon fleet, used for missions that require stealth or offensive strength.

**Special Weapon:** Polaron Torpedo

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

## KLINGON EMPIRE

**Fek'Lhr-class**

The *Fek'Lhr* was named after the mythical Klingon beast and guardian of Gre'Thor, the Klingon afterlife for the dishonored. The *Fek'Lhr* is armed with phasers, but can be additionally outfitted with powerful weapons allowing it to unleash waves of destruction on its enemies.

**Special Weapons:****Death Chant**

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

**Repulsion Wave**

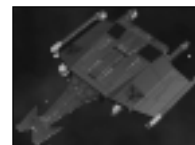
The original prototype for the Shockwave, this weapon propels a ship in a direction, damaging it and disabling its engines.

**Ion Storm**

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

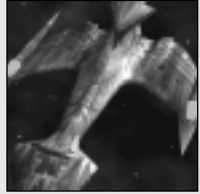
**Energy Dissipator**

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

**Qeh'Ral-class**

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

## KLINGON EMPIRE

**Negh'Var-class**

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

**Special Weapon:** *Ion Cannon*

The Ion Cannon fires a single, powerful blast of ionized energy that decimates an enemy target.

**Jach'Eng-class**

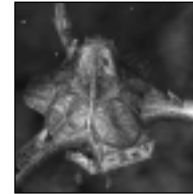
The *Jach'Eng*, built out of the Shockwave Facility, is crewed with the bravest and most loyal warriors in the fleet. Officers assigned duty on a *Jach'Eng* are listed as killed in action as the vessel departs from the shipyard—they do not intend to come back. Captaining a *Jach'Eng*-class vessel is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

**Special Weapon:** *Shockwave*

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

## KLINGON EMPIRE

## THE KLINGON STATIONS

**Klingon Starbase**

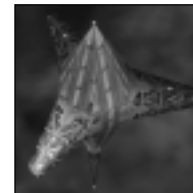
The Klingon Starbase coordinates actions for the Klingon fleet in a sector of space. Once a starbase is operational, crew begins to be transported into the crew pool at a steady rate. Building additional starbases will increase this rate. The station can build construction ships, cargo ships, repair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

**Klingon Dilithium Refinery**

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

**Klingon Orbital Processing Facility**

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

**Klingon Disruptor Cannon**

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

## KLINGON EMPIRE

**Klingon Sensor Array**

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

**Klingon Trading Station**

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

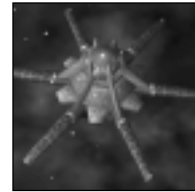
**Klingon Shipyard**

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

**Klingon Torpedo Turret**

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

## KLINGON EMPIRE

**Klingon Weapons Center**

The Klingon Weapons Center allows you to upgrade the *NuQ'Duj*, *B'Rel*, *Vor'Cha*, *SuQ'Jagh*, *Koloth*, and *Negh'Var*-class, each with their own special weapon. When each new ship's technology is researched, a new pod is built onto the weapons center. Though they are attached to the center, each pod has its own shields and can be targeted independently from the main structure.

If the weapons center is destroyed, all pods on the center are destroyed with it. A weapons center can build the following pods:

**Tachyon Detection Grid**—*NuQ'Duj*-class

**Gravity Mines**—*B'Rel*-class

**Commando Team**—*SuQ'Jagh*-class

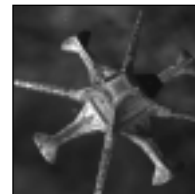
**Polaron Torpedo**—*Vor'Cha*-class

**Ion Cannon**—*Negh'Var*-class

**Weapons Enhancer**—*Koloth*-class

**Klingon Imperial Shipyard**

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

**Gre'Thor Armory**

The Klingon Gre'Thor Armory upgrades the *Fek'Lhr*-class ships. When each new technology is researched, a new pod is built onto the Gre'Thor armory. Though they are attached to the armory, each pod has its own shields and can be targeted independently from the main structure. If the Gre'Thor armory is destroyed, all pods on the armory are destroyed with it. The Gre'Thor armory can build the following pods:

**Death Chant**—*Fek'Lhr*-class

**Repulsion Wave**—*Fek'Lhr*-class

**Ion Storm**—*Fek'Lhr*-class

**Energy Dissipator**—*Fek'Lhr*-class

## KLINGON EMPIRE

**Imperial Research Institute**

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

shields and can be targeted independently from the main structure.

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

**Shockwave Station**

This large station is designed to produce the deadly *Jach'Eng*-class ships. *Jach'Eng* ships are armed with a Shockwave Device, a weapon that creates an expanding wave of destruction that moves out in a direction, damaging everything in its path. The resulting explosion also tears apart the hull of the ship from the inside, killing the entire crew in the process.

## BORG COLLECTIVE

## THE BORG COLLECTIVE

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

## THE BORG FLEET

## NON-COMBAT SHIPS

**Collector**

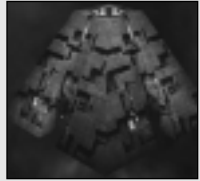
The Collector's function in the Collective is to mine unprocessed dilithium from moons and metal from planets. The Collector is equipped with a mining beam to efficiently perform its function. The Collector does not require offensive weapons for its function.

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

**Assembler**

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

## BORG COLLECTIVE

**Colony Ship**

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

## COMBAT SHIPS

**Interceptor**

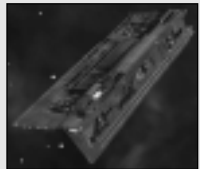
The Interceptor's function in the Collective is to identify unassimilated vessels and stations, determine their potential value, and assimilate or eliminate them based on its evaluation. The Interceptor is equipped with an energy beam.

**Detector**

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

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

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

**Wedge**

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

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

## BORG COLLECTIVE

**Special Weapon:** Transwarp Drive

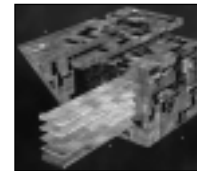
The Interceptor can be adapted with a Transwarp Drive. This modification allows the Interceptor to instantaneously move to a location currently within line-of-sight of the Collective or its allies, regardless of the distance.

**Assimilator**

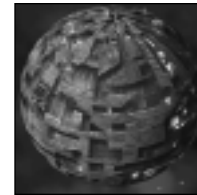
The Assimilator's function in the Collective is to assimilate or destroy all unassimilated vessels and stations. It is equipped with high yield energy torpedoes.

**Special Weapon:** *Auto-Assimilator*

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

**Harbinger**

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

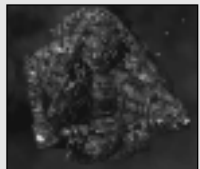
**Sphere**

The Sphere's function in the Collective is to assimilate or destroy all unassimilated vessels and stations. The Sphere is equipped with an energy beam and requires a moderate number of drones to accomplish its function.

**Special Weapon:** *Regeneration*

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

## BORG COLLECTIVE

**Diamond**

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

**Special Weapons:*****Shield Remodulation***

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

***Computer Override***

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

***Nanites***

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

***Ultrium Burst***

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

**Harmonic Defender**

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

**Special Weapon: *Special Energy Recharger***

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

## BORG COLLECTIVE

**Cube**

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

**Special Weapons:*****Holding Beam***

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

***Technology Assimilation Beam***

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

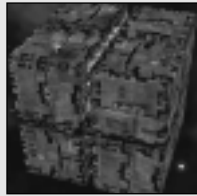
**Tactical Cube**

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

**Special Weapons:*****Holding Beam******Technology Assimilation Beam*****Fusion Cube**

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

## BORG COLLECTIVE

**Special Weapons:***Holding Beam**Technology Assimilation Beam***Tactical Fusion Cube**

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

**Special Weapons:***Holding Beam**Technology Assimilation Beam*

## THE BORG STATIONS

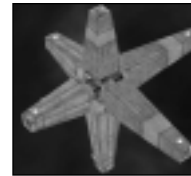
**Nexus**

The Borg Nexus is the communications network for the Collective in a sector. Once a Nexus is operational, drones begin to be transported into the drone pool at a steady rate. Building an additional Nexus can increase this rate. The Nexus itself can build Assemblers and Collectors, the basic units for establishing an outpost in an area. The Borg Nexus is armed with an array of energy cannons for defense.

**Resource Processing Node**

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

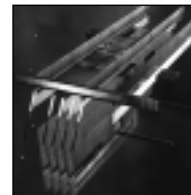
## BORG COLLECTIVE

**Borg Energy Cannon**

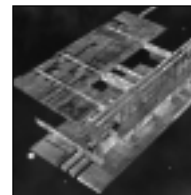
The Borg Energy Cannon is a small, unmanned defensive platform. It provides support for the Collective by firing energy blasts at all enemy vessels within its range.

**Borg Detection Array**

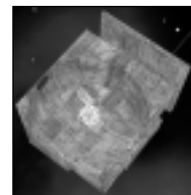
The Borg Detection Array is an unmanned, small satellite that provides line-of-sight in a radius around it. The Detection Array can be modified to use a tachyon detection grid to locate cloaked ships if developed at the modification center.

**Borg Assembly Matrix**

The Borg Assembly Matrix has two bays, one for construction and one for repair, allowing it to construct and repair one ship at a time. The assembly matrix can build the Detector, Interceptor, Harbinger, Colony Ship, Sphere, Wedge, and Assimilator-class ships.

**Borg Recycler**

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

**Borg Torpedo Turret**

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

## BORG COLLECTIVE

**Modification Center**

The Borg Modification Center allows you to modify the Detector, Interceptor, Sphere, Assimilator, Harmonic Defender, and Cube-class ships, each with its own special weapon. When each new ship's technology is researched, a new pod is built onto the modification center. Though they are attached to the center, each pod has its own shields

and can be targeted independently from the main structure. If the modification center is destroyed, all pods on the center are destroyed with it. A modification center can build the following pods:

**Tachyon Detection Grid**—Detector

**Transwarp Drive**—Interceptor

**Auto-Assimilator**—Assimilator

**Regeneration**—Sphere

**Holding Beam**—Cube

**Special Energy Recharger**—Harmonic Defender

**Technology Assimilator**

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

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

**Advanced Assembly Matrix**

The Borg Advanced Assembly Matrix has two bays, one for repair and one for construction, like its smaller counterpart. The Advanced Assembly Matrix can build Cube, Tactical Cube, Harmonic Defender, and Diamond-class ships.

## BORG COLLECTIVE

**Technology Node**

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

node can build the following pods:

**Shield Remodulation**—Diamond

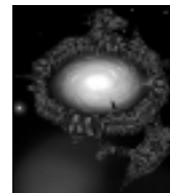
**Computer Override**—Diamond

**Nanites**—Diamond

**Ultrium Burst**—Diamond

**Borg Ship Upgrade Facility**

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

**Transwarp Gate**

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

## ROMULAN EMPIRE

THE ROMULAN  
STAR EMPIRE

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

## THE ROMULAN FLEET

## NON-COMBAT SHIPS

**Freighter**

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

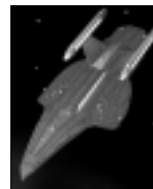
**Construction Ship**

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

## ROMULAN EMPIRE

**Repair Ship**

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

**Cargo Ship**

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

**Colony Ship**

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

## COMBAT SHIPS

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

**Talon-class**

The *Talon* was designed to be the eyes and ears of the Romulan armada. Its superior speed and maneuverability allows it to recon an area of space before the fleet moves in. This ship is armed with a single forward-firing plasma cannon.

**Special Weapon:** Tachyon Detection Grid

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

## ROMULAN EMPIRE

**Kestrel-class**

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

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

**Shrike-class**

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

**Special Weapon: Romulan Spy**

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

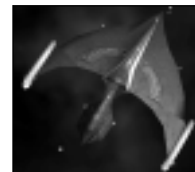
**Veles-class**

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

## ROMULAN EMPIRE

**Special Weapon: Cloak Enhancer**

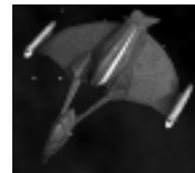
Veles-class vessels can be upgraded to use a Cloak Enhancer. When activated, this device allows nearby cloaked ships to perform actions that they could not otherwise perform while cloaked, including the use of their weapons.

**Raptor-class**

The *Raptor* is equipped with the same tri-cobalt torpedoes as the Federation Steamrunner cruiser. Starfleet is still unsure how the Romulans were able to duplicate the technology, but it is suspected that Romulan Tal Shiar operatives infiltrated Starfleet's Corps of Engineers and stole the plans for the weapon.

**Special Weapon: Myotronic Inhibitor**

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

**Griffin-class**

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

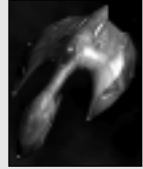
**Special Weapon: Sensor Jammer**

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

**Draconarius-class**

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

## ROMULAN EMPIRE

**Shadow-class**

The Tal Shiar, having need of a vessel more suited to their covert operations, assembled the greatest military scientists in the Star Empire. The culmination of their efforts resulted in the *Shadow*-class. The technology on board the *Shadow* is extremely classified, so much so that even members of the Romulan Senate are not "officially" aware of its existence.

The *Shadow* comes equipped with phasers, but can also be refitted with four experimental technologies.

**Special Weapons:*****Holo-emitter***

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

***Psychonic Blast***

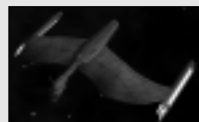
The *Shadow's* deflector dish can also be rigged to emit a subspace blast of radiation known as the Psychonic Blast. This causes an enemy's crew to temporarily go insane, killing members of their own crew.

***Energy-Shield Converter***

A modification to the inversion beam, this converter redistributes the *Shadow's* energy into shield energy, then transfers it to an allied ship.

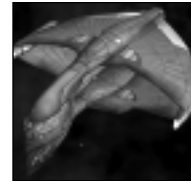
***Phase Cloak***

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

**Venator-class**

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

## ROMULAN EMPIRE

**Warbird-class**

The *Romulan Warbird*, designated the *D'deridex*-class, is a massive spaceship and the flagship of the Romulan fleet. The *Warbird* is equipped with powerful plasma torpedoes and phasers. The combination of offensive strength, maneuverability, and stealth make the *Warbird* a deadly predator and an invaluable asset to the Romulan fleet.

**Special Weapon: *Shield Inversion Beam***

The *Warbird* can be modified to fire a shield inversion beam. This beam drains an enemy's shields directly from the ship and transfers them to the *Warbird's*.

**Phoenix-class**

The *Phoenix* was originally developed by the Star Empire as a last resort, should the Romulan Empire fall to invaders. Its potential effect is so devastating, it requires a special shipyard for its construction. Because of the intense burden *Phoenix*-class captains must bear, the Tal Shiar has been known to use unorthodox "conditioning" techniques in their

training. These techniques ensure the loyalty and commitment of *Phoenix* captains to the Star Empire.

**Special Weapon: *Spatial Rift***

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

## THE ROMULAN STATIONS

**Romulan Starbase**

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

## ROMULAN EMPIRE

**Romulan Mining Facility**

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

**Romulan Orbital Processing Facility**

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

**Romulan Plasma Cannon**

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

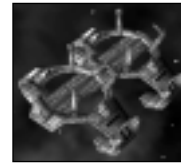
**Romulan Spy Satellite**

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

**Romulan Trading Station**

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

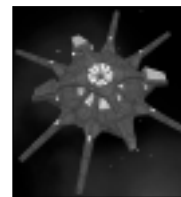
## ROMULAN EMPIRE

**Romulan Shipyard**

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

**Romulan Torpedo Turret**

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

**Romulan Covert-Ops. Facility**

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

**Tachyon Detection Grid**—*Talon*-class

**Romulan Spy**—*Shrike*-class

**Myotronic Inhibitor**—*Raptor*-class

**Sensor Jammer**—*Griffin*-class

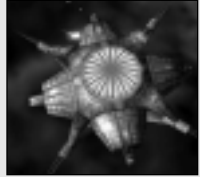
**Shield Inversion Beam**—*Warbird*-class

**Cloak Enhancer**—*Veles*-class

**Romulan Advanced Shipyard**

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

## ROMULAN EMPIRE

**Tal Shiar Facility**

The Tal Shiar, the secret Romulan Intelligence Agency, has created this facility to modify the *Veles* and *Shadow*-class vessels. When each new technology is researched, a new pod is built onto the facility. Though they are attached to the facility, each pod has its own shields and can be targeted independently from the

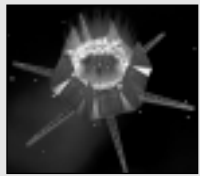
main structure. If the facility is destroyed, all pods on the facility are destroyed with it. The facility can build the following pods:

**Holo-emitter**—*Shadow*-class

**Psychonic Blast**—*Shadow*-class

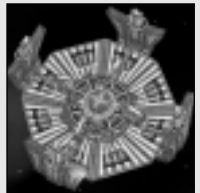
**Energy-Shield Converter**—*Shadow*-class

**Phase Cloak**—*Shadow*-class

**Star Empire Research Institute**

The Star Empire Research Institute is the Romulan center for research and upgrades on shipboard systems. There are five separate ship systems that can be researched and upgraded at the Institute: weapons, shields, sensors, engines, and life support. The systems can each be upgraded by two levels: level 2 and level 3.

Though they are attached to the institute, each pod has its own shields and can be targeted independently from the main structure. If the Star Empire research institute is destroyed, all pods on the institute are destroyed with it.

**Phoenix Facility**

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

## CARDASSIAN UNION

## THE CARDASSIAN UNION

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

## THE CARDASSIAN FLEET

## NON-COMBAT SHIPS

**Freighter**

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

**Construction Ship**

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

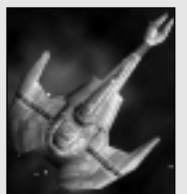
## CARDASSIAN UNION

**Repair Ship**

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

**Cargo Ship**

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

**Colony Ship**

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

## COMBAT SHIPS

**Hideki-class Scout**

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

**Special Weapon: Tachyon Detection Grid**

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

## CARDASSIAN UNION

**Janissary-class**

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

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

**Vasad-class**

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

**Special Weapon: Sensor Scrambler**

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

**Gul Vystan-class**

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

**Special Weapon: Flux Wave**

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

## CARDASSIAN UNION

**Legate-class**

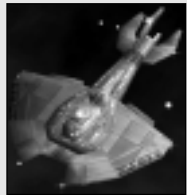
The *Legate*-class cruiser is equipped with powerful plasma torpedoes, providing the ship with long-range bombardment capabilities. Fleets with the *Legate* in it gain the benefits of its extended offensive range.

**Brinok-class**

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

**Special Weapon: Drones**

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

**Rasilak-class**

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

**Special Weapon: Micro-organisms**

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

**Sartan-class**

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

## CARDASSIAN UNION

**Kulinor-class**

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

**Special Weapons:****Plasma Cannon**

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

**Quantum Singularity Effect**

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

**Impulse Engine Boost**

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

**Shield Harmonics Disruptor**

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

**Galor-class**

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

## CARDASSIAN UNION

**Keldon-class**

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

**Special Weapon:** Plasma Bank Overload

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

**Dreadnought Missile**

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

out large stationary targets such as starbases and defensive outposts.

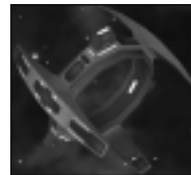
## THE CARDASSIAN STATIONS

**Cardassian Starbase**

The Cardassian Starbase is the center of the Cardassian fleet in a sector. Once a starbase is operational, crew begins to be transported into the crew pool at a steady rate. Building additional starbases will increase this

rate. The station can build construction ships, cargo ships, and freighters, the basic units for establishing an outpost in the area. Once a starbase is constructed, mining stations, phaser turrets, sensor arrays, colony ships, trading stations, shipyards, and research stations can be built. The Cardassian starbase is armed with an array of pulse phasers for defense.

## CARDASSIAN UNION

**Cardassian Mining Station**

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

**Cardassian Orbital Processing Facility**

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

**Cardassian Phaser Turret**

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

**Cardassian Sensor Array**

The Cardassian sensor array is an unmanned, small satellite that provides line-of-sight in a radius around it. The sensor array can be modified to use a tachyon detection grid to locate cloaked ships if developed by a research station.

**Cardassian Trading Station**

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

## CARDASSIAN UNION

**Cardassian Shipyard**

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

**Cardassian Plasma Turret**

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

**Cardassian Military Research Center**

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

**Tachyon Detection Grid**—*Hideki*-class

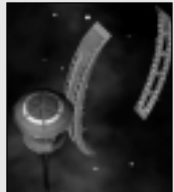
**Drones**—*Brinok*-class

**Flux Wave**—*Gul Vystan*-class

**Micro-organisms**—*Rasilak*-class

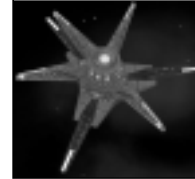
**Plasma Bank Overload**—*Keldon*-class

**Sensor Scrambler**—*Vasad*-class

**Cardassian Advanced Shipyard**

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

## CARDASSIAN UNION

**Cardassian Advanced Research Station**

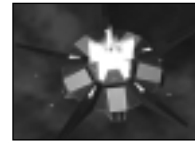
The Advanced Research Station upgrades the *Kulinor*-class vessels. When each new technology is researched, a new pod is built onto the advanced research station. Though they are attached to the station, each pod has its own shields and can be targeted independently from the main structure. If the advanced research station is destroyed, all pods on the station are destroyed with it. The *Kulinor*-class vessels can be built without the Advanced Research Station, but their special weapons must be researched at it. The Advanced Research Station can build the following pods:

**Impulse Engine Boost**—*Kulinor*-class

**Quantum Singularity Effect**—*Kulinor*-class

**Plasma Cannon**—*Kulinor*-class

**Shield Harmonics Disruptor**—*Kulinor*-class

**Cardassian Research Institute**

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

**Cardassian Advanced Robotics Institute.**

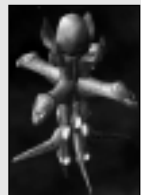
Recent breakthroughs in advanced robotics have driven the Detapa Council to devote entire facilities to further this research. These research facilities have led to the development of the Dreadnought missile, which is now built at the Advanced Robotics Institute.

## SPECIES 8472

## SPECIES 8472

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

## SPECIES 8472 ORGANISMS

**Mother**

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

**Active Embryo**

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

## SPECIES 8472

**Passive Embryo**

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

## ACTIVE UNITS

**Scout**

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

**Special Weapons:*****Clairvoyance***

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

***Tachyon Detection Grid***

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

**Destroyer**

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

**Special Weapon: *Clairvoyant Link***

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

## SPECIES 8472

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



### Cruiser

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

#### Special Weapon: Psionic Disruption

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



### Launcher

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



### Battleship

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

#### Special Weapon: Psionic Insanity

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

## SPECIES 8472



### Frigate

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

#### Special Weapon: Bio-Pulse Conduit

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



### Behemoth

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

#### Special Weapons:

##### Nebula Generation

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

##### Nebula Flux

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

## SPECIES 8472

**Transient Rift**

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

**Collector**

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

**Special Weapon: Resource Extraction Beam**

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

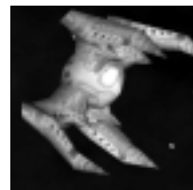
**Defender**

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

**Mines**

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

## SPECIES 8472

**Sentinel**

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

## PASSIVE UNITS

**Transmuter**

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

**Enhancer**

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

can build the following pods:

**Clairvoyance—Scout**

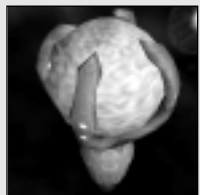
**Tachyon Detection Grid—Scout**

**Clairvoyant Link—Destroyer**

**Psionic Disruption—Cruiser**

**Psionic Insanity—Battleship**

## SPECIES 8472

**Biogenesis Core**

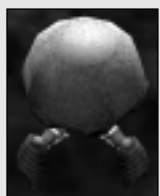
This organism is similar to the Enhancer, focusing on more advanced special weapon technologies. The following technologies can be researched at the Biogenesis Core:

**Bio-Pulse Conduit**—*Frigate*

**Nebula Generation**—*Behemoth*

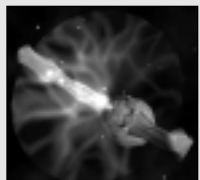
**Nebula Flux**—*Behemoth*

**Transient Rift**—*Behemoth*

**Metogenesis Core**

Genetically engineered to improve the systems of the organisms of Species 8472, the Metogenesis Core is equipped with excellent armor and regeneration power. There are four separate ship systems that can be researched and upgraded: weapons, regeneration, sensors, and engines. The systems can each be upgraded by two levels: level 2 and level 3. Though they are attached to the organism, each pod

has its own shields and can be targeted independently from the main structure. If the Metogenesis Core is destroyed, all pods are destroyed with it.

**Fluidic Gate**

The key to Species 8472's ability to cross between dimensions, the Fluidic Gate is an organic structure used to create and stabilize a quantum singularity. Aside from the mines, turret-like sentinels, and research centers, this is the only 8472 unit that is immobile.

It has no defensive capabilities and is generally constructed in an area with additional protection. Each unit summoned has a pre-determined bio-matter cost. The fluidic gate can summon in the following organisms: defender, frigate, and behemoth.

## FERengi ALLIANCE

## FERengi ALLIANCE

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

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

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

## TRANSPORTING CREW

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

Once the shields have been lowered on an enemy ship, you can transport crew onto that ship. A boarding party on an enemy ship will engage in combat with that ship's crew. Each race has its own proficiency in doing this. Once the enemy ship's crew reaches zero, your crew will take control of the ship.

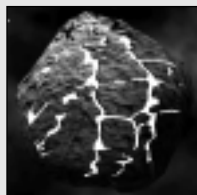
## PLACING BUILDINGS ON THE MAP

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

## MAP OBJECTS

## MAP OBJECTS

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



## DILITHIUM MOONS

These large floating rocks are the main source of dilithium, necessary for warp engines. Each moon is capable of being mined by freighters for dilithium crystals. Blue dilithium moons have a fixed amount of the resource—as the moon is mined, it will reduce in size and lose its blue glow as the dilithium supply is exhausted. Purple moons provide an unlimited supply of dilithium. Dilithium moons, like planets, create a gravity

well which inhibits warp travel in their vicinity.

## PLANETS

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

*Note: Species 8472 DO NOT colonize planets.*

The six classes of planets are:

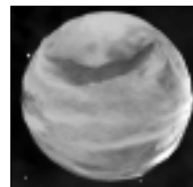


## Class D Planet

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

## Class H Planet

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



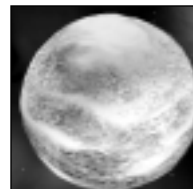
## Class J Planet

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



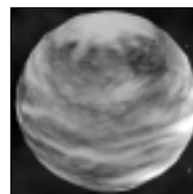
## Class K Planet

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



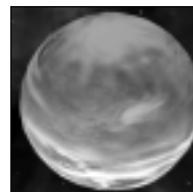
## Class L Planet

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



## Class M Planet

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



## MAP OBJECTS

## MAP OBJECTS

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

Class J	High	—
Class H	High	Sparse
Class D	Medium High	—
Class M	Medium	Heavy
Class L	Low	Medium
Class K	Low	Light

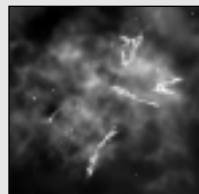
The gravitational well of a planet prevents ships from traveling in warp speed within a specified radius around the planet—providing a natural defense for a base built nearby, as enemies won't be able to warp directly into your base.

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

## NEBULAE

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

The six nebula types are:



### Metreon Nebula (red)

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



### Radioactive Nebula (yellow)

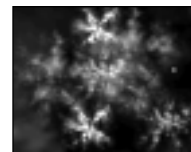
Any starship captain knows to steer clear of the yellowish radioactive nebulae. These nebulae will kill off the crew at a steady rate, regardless of ship status.



### Metaphasic Nebula (green)

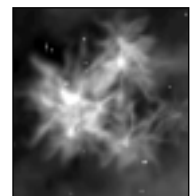
Entrance into a metaphasic nebula will remove some of the negative effects that an enemy's special weapon may have caused to a ship. The metaphasic nebula's healing properties also increase shield recharge rate.

## MAP OBJECTS



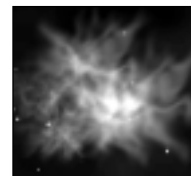
### Cerulean Nebula (blue)

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



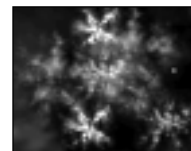
### Mutara Nebula (purple)

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



### Latinum Nebula (yellow/greenish)

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



### Tachyon Nebula (multicolor)

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



### Asteroid Belts

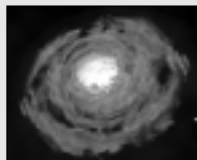
Clusters of rocks of various sizes that prevent the movement of ships.



### Black Holes

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

## TRADING



## Wormholes

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

## TRADING

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

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

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

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

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

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

## MULTIPLAYER

## MULTIPLAYER AND INSTANT ACTION



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



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



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

displayed in red are closed or currently launched. Games that are displayed in amber are using custom game assets or are a different game version.

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

## MULTIPLAYER

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

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



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

locations, you may also pick your starting location by clicking on the starting location display.

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

### Select Map

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

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

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

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

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

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

## MULTIPLAYER

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

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

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

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

### Mini Map Hidden/Not Hidden

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

### Random Placement/Fixed Placement

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

### Shroud/Fog

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

### Show All/Available/Allies

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

### Game Open/Closed

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

### Resources: Normal/Lots/Unlimited

Sets the amount of resources available on the map.

## MULTIPLAYER

## ADVANCED MULTIPLAYER OPTIONS



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

**No Observers/Observers**

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

**Game Open/Game Closed**

Also found on the Multiplayer Set Up screen.

**Warp Enabled/Disabled**

Toggles the ability for ships to warp.

**Resources: Normal/Lots/Unlimited**

Also found on the Multiplayer Set Up screen.

**Officer Limit: Normal/Restricted/More/Max**

Sets the officer limit for all the teams.

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

Allows different states of technology to be allowed.

**Infinite Resources On/Off**

Toggles infinite resources.

**Instant Trading/Trade using Convoys**

Sets how trading between allies happens.

**Give Units On/Off**

Toggles the ability to give units from ally to ally.

## MULTIPLAYER

**Ferengi On/Off**

Toggles the Ferengi trading.

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

Toggles whether the map is randomly created or standard.

**Special Weapons Auto/Manual**

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

**Cease Fire: Zero/5 minutes/10 minutes**

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

**Build Time**

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

**Resource Cost**

This slider controls the resource cost for AI teams.

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

Once the game options have been selected and all the players have hit the Launch button, the host can launch the game.

## STAR TREK: ARMADA II IN GAMESPY® ARCADE

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

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

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

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

### PROBLEMS?

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

## OPTION SCREENS



### GRAPHIC SETTINGS

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

### DISPLAY SETTINGS

#### Display Mode

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

#### Display Driver

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

### PERFORMANCE SETTINGS

#### Hardware Vertex Processing

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

#### Bump Mapping

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

#### Cinematic Window

Toggles the cinematic window on and off.

## OPTION SCREENS

## Graphics Detail

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



## SOUND SETTINGS

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

## Music Volume

Raises and lowers the music volume.

## Effects Volume

Raises and lowers the effects volume.

### Button Volume

Raises and lowers the button sound volume.

## Voice Volume

Raises and lowers voice volume.

## Sound Channels

Allows you to change the number of sound channels.

## Stereo Sound

Toggles stereo sound on and off.

## Hardware Acceleration

Toggles hardware acceleration on and off for your sound card.

## GAME SETTINGS

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

## Game Speed

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

## ADMIRAL'S LOG



## Mouse Scroll Speed

The mouse scroll speed can be increased or decreased.

## Keyboard Scroll Speed

The keyboard scroll speed can also be increased or decreased.

## Mouse Hold Level

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

## AI Build Cost Handicap

For single player games.

## AI Build Time Handicap

For single player games.

# ADMIRAL'S LOG



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

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

## Score

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

## ADMIRAL'S LOG

**Military**

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

**Economy**

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

**Timeline**

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

**Battles**

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

**Ships**

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

**Build**

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

**Tally**

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

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## CUSTOMER SUPPORT

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- Amount of RAM
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NOTES

## Star Trek(R): Armada II Demo Readme

This Readme file contains last minute information regarding Star Trek: Armada II Demo.

Updated: November 20th, 2001

NOTE: This demo requires DirectX 8.0a or higher to be installed. DirectX is not included with this demo, but can be downloaded from Microsoft at the following address:

<http://www.microsoft.com/directx/>

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### Demo Summary:

This demo includes the first single player mission for the Federation campaign. It also include 1 map that can be played in either Instant Action (skirmish) or Multiplayer via GameSpy. You will be able to play as either the Federation or the Borg in both Instant Action and Multiplayer games. Several in-game features are not available in the demo including:

- \* Free Tech (removed from IA/MP games)
- \* Save/Load (not available in Single Player/Instant Action/Multiplayer)

Due to size limitations also there is no ability to display the game intro movie or credits.

\*\*Please note that the Armada II demo is not supported on Activision's customer service line. Calls regarding this demo will not be accepted. Support options include newsgroups, and online forums on Armada II's fan sites including [gaming.startrek.com](http://gaming.startrek.com).

=====

### Full Product Summary:

At the heart of Star Trek Armada II are the most exciting elements from the Star Trek episodes and movies: leading fleets of starships into combat, exploring new planetary systems throughout the Alpha and Delta Quadrants, and carefully treading the delicate balance between peace and war among six different races.

In 30 missions divided into three campaigns, the player experiences the excitement of the story unfolding from the perspective of the United Federation of Planets, the Klingon Empire, and the Borg Collective. Commanding the ships and infrastructure of these very different races, the player is able to feel the excitement of exploring new sectors of space with the Federation as Captain Jean-Luc Picard,

the thrill of conquering worlds and crushing enemies as the Klingon Chancellor Martok, and the cold efficiency of assimilating worlds and vessels as the Borg Queen. As the commander of an armada, the player must make choices that will affect thousands of lives and the future of the galaxy.

As in Star Trek Armada, the player has the ability to command large numbers of ships in a top down interactive environment. Star Trek Armada II takes the concept to it's logical conclusion by allowing the player to also experience the game in a full 3D mode, so the battles and elements of space conquest and exploration take on the vividness of the best of Star Trek. With over 45 new ship classes, 22 new special weapons, over 30 new stations, building a devastating armada has been taken to a new level.

The universe has been further brought to life with the addition of planets to be colonized, additional types of resources to be utilized, and a detailed trading and economics model. A powerful armada must have the infrastructure to support it, so the player is given the resources and knowledge to make full use of this rich new universe.

With over 30 Multiplayer maps to choose from, players can test their skills against up to seven other players. In addition to the Single Player races (Federation, Klingon, Borg), the Multiplayer side of Star Trek Armada II allows players to match wits and armadas as the Romulan Star Empire, the Cardassian Union, and as Species 8472, each with their own unique compliments of ships, stations, and special weapons.

Like in the Star Trek universe itself, success in Star Trek Armada II depends on careful strategy, deft decision making, and quick reactions. The scope of the game brings all this and more into the hands of the player. At the heart of Star Trek Armada II are the most exciting elements from the Star Trek episodes and movies: leading fleets of starships into combat, exploring new planetary systems throughout the Alpha and Delta Quadrants, and carefully treading the delicate balance between peace and war among six different races.

- \* 30 Single Player Missions and 30 Multiplayer maps
- \* More ship classes
- \* New facing based damage system
- \* Variety of weapons with varying ranges
- \* 3-D ship formations with up to 16 ships
- \* More in-depth strategic combat
- \* Cinematic control that allows you to become fully immersed in explosive battles
- \* Intense Multiplayer competition over Lan and the Internet using GameSpy

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### 1. Minimum System Requirements

#### MINIMUM SYSTEM REQUIREMENTS

- \* Pentium(r) II 300 MHz or Athlon(r) processor or higher
- \* Windows(r) 95/98/2000/ME operating system
- \* 64 MB of RAM
- \* 350MB of uncompressed free hard drive space plus 100 MB for the Windows swap file
- \* A 100% Windows 95/98/2000/ME-compatible computer system including:
  - \* DirectX 8.0a
  - \* 100% DirectX 8.0a-compliant true 16 bit sound card and drivers
  - \* 100% DirectX 8.0a-compliant 8 MB video card and drivers\*
  - \* 100% Windows 95/98/2000/ME-compatible mouse and drivers
  - \* 100% Windows 95/98/2000/ME-compatible keyboard
  - \* 100% Windows 95/98/2000/ME-compatible quad speed (600 K/sec sustained transfer rate) CD-ROM drive and drivers

#### REQUIRED FOR MULTIPLAYER MODE

- \* Pentium(r) II 450 MHz or Athlon(r) processor or higher
- \* 128 MB of RAM
- \* Internet (TCP/IP) via GameSpy supported
- \* Internet play requires a 100% Windows 95/98/2000/ME-compatible 28.8 Kbps (or faster) modem and drivers

#### \*3D Accelerator Card Required

A 100% DirectX 8.0a or higher compliant 8MB or higher 3D video card and driver is required to play Star Trek: Armada 2. Some 3D accelerator card brands may not be compatible with the 3D acceleration

features utilized by Star Trek: Armada 2. Please check with the card's manufacturer to ensure DirectX 8.0a compatibility.

**Important Note:** This product uses DirectX 8.0a technology, which requires your system to have the latest Windows 95/98/2000/ME drivers (for CD-ROM, video card, sound card and input devices) that fully support DirectX 8.0a.

## SUPPORTED CHIPSETS FOR WINDOWS(r) 95/98\*\*

- \* 3dfx(tm) Voodoo 3, 4, and 5
- \* Matrox(tm) G550
- \* Kyro(r) I and II
- \* Trident Blade XP(tm)
- \* nVidia(tm) Riva TNT, TNT2, and TNT2 Ultra
- \* All nVidia(tm) GeForce Chips
- \* ATI(r) Radeon

\*\*Some but not all of the cards with the chipsets listed above have been tested on Windows(r) 2000, ME, and XP. For Windows(r) 2000, ME, and XP 3-D support, please refer to your hardware manufacturer for 100% DirectX 8.0a compliant drivers.

## 2. Information

### A. Multiplayer/Internet Connectivity -

- \* To use GameSpy Arcade you are required to have Internet Explorer 4.0 or a newer version installed. The Winsock 2.0 update is also required, however it is included with the Star Trek: Armada II Demo and will be installed as part of the game installation if you don't already have the update.
- \* In rare circumstances you may experience Out Of Sync errors in multiplayer games. Your game is no longer capable of maintaining synchronization between the players in the game. The game will not re-synchronize later. It is recommended to discontinue playing your game at this point and launch a new multiplayer game. Out Of Sync errors can occur on all Internet connection types.
- \* On minimum specification machines, if playing on a machine with high memory fragmentation, it might take longer for the game to show the Admirals Log after the completion of a multiplayer game. This occurs when the game is freeing up available ram after exiting the multiplayer game. It is recommended that you defragment your hard drive to improve performance of virtual memory.
- \* Playing from behind a firewall for GameSpy is supported, however you will need to expose specific ports on your network to do this. Please review the HELP screen from within the multiplayer menu or view the supplied nethelp.txt file that is located in the game folder for a listing of the specific ports that will need to be opened.
- \* When playing games via GameSpy you will have the option of aborting the connection between those machines by using the CANCEL button. If your game doesn't resolve the connection you can press the CANCEL button to abort the connection attempt and return to the multiplayer menu. If you press the

CANCEL button it may take up to two minutes to resolve the connection and return to the menu.

- \* If you have Norton Personal Firewall installed it is recommended you set your security and privacy settings to Medium or Low or temporarily disable your firewall during internet play. Leaving the security and privacy settings on High may cause the firewall to prompt the user numerous times during the GameSpy login process, and interfere with the users ability to connect. Please review your Norton Personal Firewall documentation for instructions on modifying these settings and what security issues might arise from doing so.

- \* In multiplayer games it is recommended that you don't play with Officer Limit set to More/MAX or infinite resources enabled when playing with machines that are at or near the minimum system requirement. These multiplayer modes should only be enabled when all machines in the game are high performance systems as the performance of the game will be limited to the performance of the slowest machine in the multiplayer game.

- \* Increasing the game speed in multiplayer games will have the potential of adding additional lag or create performance issues rather than increase game speed. Typically this will happen when playing with machine at or near the minimum system specification.

## B. Game Functionality -

- \* Only Battleship type vessels can attack planets. Each of the six races includes a vessel that is capable of assaulting planets.

- \* If you use the Borg Nanite attack against the AI this will render them unable to use their special weapons for a short duration.

- \* When the players vessels capture enemy stations or ships they will add additional officers to control the new captured station or ship. If this causes the player to equal or exceed their officer cap then they will need to decommission ships or stations to be able to build additional units. In the case of the Borg they will add additional power nodes rather than officers and that will impact their power nodes cap in the same way.

- \* Special weapons use different amounts of special energy. Some special weapons can fire multiple times before you will need to recharge your special energy. Special weapons energy will recharge over time.

- \* Building multiple versions of the same research station allows you to spread out your researched items or improvements among multiple stations. You are also capable of building the same upgrades for each station. This offers you the advantage of having a backup in case one station is eliminated.

- \* In green alert ships under attack will not default to flee.

- \* New units added to an existing fleet will retain their current autonomy setting. It is recommended that you update the autonomy setting for the fleet as you add additional units to maintain your autonomy settings for the group.

- \* The AI menu for starbases will define the default AI settings for all new ships constructed in those facilities.

- \* The Sovereign-class vessels' Corbomite Reflector special weapon will not reflect pulse phaser-type weapons damage.

- \* Under certain circumstances you may not be able to detect warp suppression fields near planets.

- \* Mining facilities do not need to be placed near Latinum clouds to mine resources as the freighters

deliver the collected materials to your starbase.

- \* When assigning waypoints you can only plot a path through space. You will not be able to define different heights for the waypoints.
- \* You can build planetary shields on planets to help protect your colonists. It is also recommended to protect your planets with turrets or combat vessels.
- \* The Admirals log does not list derelict ships, ships destroyed in nebulae, or decommissioned ships as being lost in the included tally. The lost field shows only ships lost to combat.
- \* The ALT-G command can be used to show or hide the zero grid. There are three unique states. Each time you press ALT-G it will cycle between those states. You can have the grid shown, grid shown with height indicators in the z-axis for ships that are currently selected, or completely off.
- \* For ships with the Transport Attack function you will only be able to use this attack method with ships, stations, or planets that have an existing crew. If the crew has already been eliminated then you can transport normally.
- \* Ships, Stations, or other in-game objects can't be attacked when they are covered by fog. You will either need to use forward ships to spot a location for artillery, or move ships in till a ship can see the target to fire.
- \* It is not recommended in instant action games to play with the maximum number of AI players with Unlimited Resources, Speed set to 6, or Officers set to Max when using a machine at or near the minimum system requirement.

### C. Single Player -

- \* In the single player missions the player is capable of taking over enemy construction vessels, research stations, starbases, and shipyards. For gameplay reasons creating new vessels or additional research is not allowed. However, in the multiplayer or instant action portions of the game this is allowed.
- \* In the single player game not all enhancements, ships, stations, or weapons are available in all missions. Typically as missions progress through the campaign more technology will be made available to the player.
- \* It is recommended that the player use the search or search and destroy command to scout out the map areas and uncover potential enemies.

### D. Other -

- \* Due to the method being used to support bump mapping you will not be able to enable bump mapping on Matrox G400/G500 cards.
- \* In some instances increasing hardware anti-aliasing to 4x or higher may cause minor graphical artifacts on some of the interface elements.
- \* It is recommended to not have a screen saver or standby/sleep mode active while playing the game. You may experience graphics corruption if the screen saver or standby/sleep mode activates during gameplay.
- \* It is recommended that you have a minimum of twice the amount of free virtual memory for your existing memory size. If you have 64MB of ram then you should have 128MB or more of virtual

memory configured in windows. If you have 128MB of memory then you should have 256MB or more of virtual memory.

\* On original Windows 95 machines (non OSR1/OSR2) you may experience scrolling problems within the game if you have your Windows task bar set to "Always On Top". For best in-game performance adjust this so that the functionality is disabled.

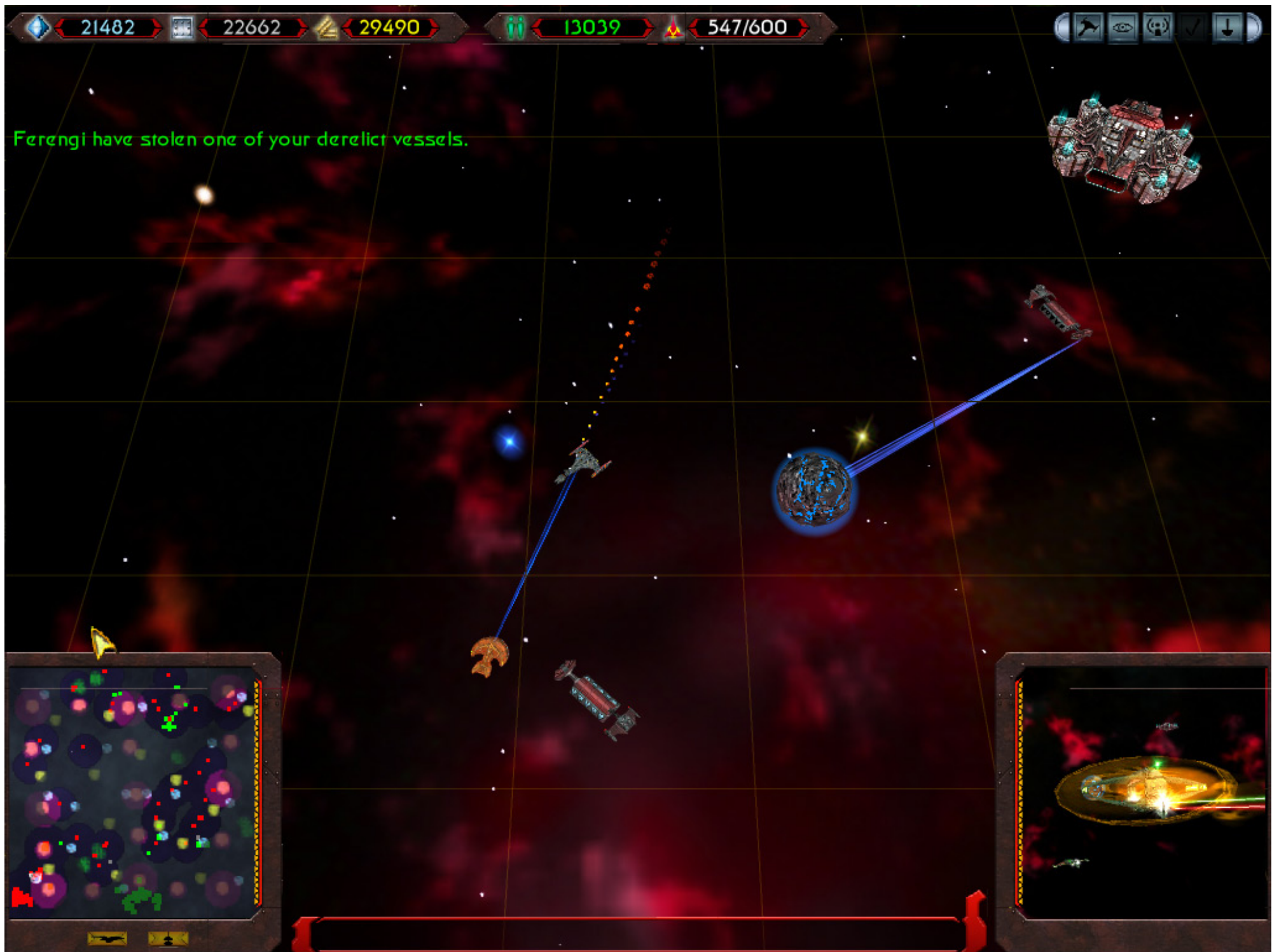
\* We have experienced issues with the latest version of Netscape 6.1 in which some of the links on the start menu and links within the Technical help file do not work properly. This is unique to Netscape 6.1 and should not effect users of Internet Explorer or earlier versions of Netscape.

\* For Windows 95 systems that currently don't have either Internet Explorer 4 or higher installed, or Netscape 3 or higher you will need to install DCOM prior to installing the game or you will need to update your machine to the newer Internet Explorer or Netscape versions. If you would like to download DCOM separately you can download it from the following link:

[http://www.microsoft.com/com/dcom/dcom95/dcom1\\_3.asp](http://www.microsoft.com/com/dcom/dcom95/dcom1_3.asp)

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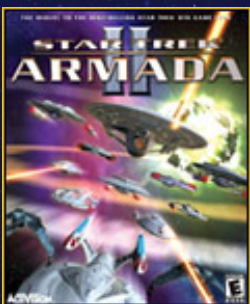
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01.28.02

**"STAR TREK ARMADA II" 1.1 PATCH RELEASED**

[Activision](#) has released the latest patch, version 1.1, for "*Star Trek Armada II*." [Download.](#)

12.18.01

**NEW REVIEWS OF "STAR TREK ARMADA II"**

Several online publications have reviewed [Activision](#) and [Mad Doc Software's](#) "*Star Trek Armada II*." [GamesDomain review.](#) [Gaming Age Review.](#) [PC.IGN.COM review.](#) [Electric Play review.](#) [Gamespy Review.](#) [Gamezilla Review.](#) [HomeLAN Federation review.](#)

12.04.01

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A demo version of [Activision](#) and [Mad Doc Software's](#) real-time strategy game "*Star Trek Armada II*" is now available. [Download demo.](#)

12.04.01

**GAMESPOT REVIEWS "STAR TREK ARMADA II"**

[Gamespot](#) has posted their review of "*Star Trek Armada II*." [Full review.](#)

11.16.01

**"STAR TREK ARMADA II" NOW AVAILABLE**

[Activision](#) and [Mad Doc Software's](#) real time strategy game "*Star Trek Armada II*" is now available for purchase in retail and online stores.

11.08.01

### **GAMESMANIA PREVIEWS "STAR TREK ARMADA II"**

[Gamesmania](#) has posted a preview of [Activision](#) and [Mad Doc Software's](#) upcoming real time strategy game "*Star Trek Armada II*." [Preview](#).

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10.23.01

### **THREE NEW PREVIEWS OF "STAR TREK ARMADA II"**

[Gamespot](#), [PC.IGN.COM](#) and Voodoo Extreme have all posted previews of [Activision](#) and [Mad Doc Software's](#) upcoming real time strategy game "*Star Trek Armada II*" [Gamespot Preview](#), [PC.IGN.COM Preview](#), [Voodoo Extreme Preview](#).

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10.23.01

### **"STAR TREK ARMADA II" INTERVIEW AT GAMESPY DAILY**

[Gamespy Daily](#) has posted an interview with Dr. Ian Davis of [Mad Doc Software](#) about "*Star Trek Armada II*" [Full interview](#).

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10.11.01

### **HomeLan Preview of Armada II.**

HomeLan: The Haven for Serious Gamers, gives a great [preview](#) of Armada II. In fact, they had so much fun playing the game they went so far as to say that... "it was hard to tear away from playing to write this preview." [Find out more](#).

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09.21.01

### **Designer Diaries on Gamespot**

The [designer diaries](#) on Gamespot as explained by Mad Doc's own Dr. Ian Lane Davis.

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08.02.01

### **GameSpot has a preview of Armada II with 29 new screenshots!**

Check out what GameSpot had to say about their chance to preview Armada II. Read the preview [here](#). For quick access to the screenshots go [here](#).

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07.24.01

### **The premier Armada fan sites PlanetSTArmada.com and Fleet Operations have merged to form Armada Universe.**

The new site has tons of information for fans of Armada. Armada Universe is a sub-site of [Strategy Planet](#) hosted by [GameSpy](#). To check out all the latest Armada news go [here](#).

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07.16.01

### **IGN.PC has a new preview of Armada II.**

For the latest information on Armada II take a look at the [preview](#) on IGN.PC. They also have several new exclusive screenshots.

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