
Folks, do you have what it takes to command the most powerful fleet in the galaxy? To lead an armada of starships? If so, then you're ready for Star Trek Armada 2 Fleet Operations! With over 300 starships and facilities that will put your money's worth into your head and bank account, Star Trek Armada 2 is a space strategy game that will offer hours and hours of fun. Your mission? Defend Earth from an intergalactic threat. This no-cd edition allows you to unzip the files to install them onto your hard drive without having to worry about any software or other installation requirements. The only requirements to use the No-CD patch are:

This software can be used to patch ASCII's Star Trek: Armada II and Star Trek: Armada 2. The patch will add a new difficulty setting for multiplayer games, add a variety of new features, add two new music tracks for both single player and multiplayer modes, add additional spies from both sides in multiplayer mode, make several changes to the AI routines used in several missions, fix several bugs in both single player and multiplayer modes, and includes a number of other miscellaneous changes. [http://www.fileplanet.com/dl.aspx?planetquake/14225/Star Trek Armada II v1.0D Patch](http://www.fileplanet.com/dl.aspx?planetquake/14225/Star+Trek+Armada+II+v1.0D+Patch) [http://www.fileplanet.com/dl.aspx?planetquake/14223/Star Trek Armada 2 Fleet Operations v1.0 Final NoCD Patch](http://www.fileplanet.com/dl.aspx?planetquake/14223/Star+Trek+Armada+2+Fleet+Operations+v1.0+Final+NoCD+Patch) http://www.gamershell.com/download_96223.shtml?tag=dl [http://www.fileplanet.com/dl.aspx?planetquake/14226/Star Trek Armada 2 Fleet Operations v1.0D Patch](http://www.fileplanet.com/dl.aspx?planetquake/14226/Star+Trek+Armada+2+Fleet+Operations+v1.0D+Patch) [http://www.fileplanet.com/dl..._Armada_II_1-2-3-4-5-6-7-8-9 NoCD Patch](http://www.fileplanet.com/dl..._Armada_II_1-2-3-4-5-6-7-8-9+NoCD+Patch) The editor was added in the base game, but the modding tools were not released until the second expansion pack, Star Trek Armada II: Lite Force was released just before Star Trek Armada II: Scramble Formation . Fleet Ops was written by Brad Wardell, Cliff Bleszinski, Sean Kauppinen & David Leadbetter. Fleet Ops was co-developed by Rick Goodman, Greg Hjelstrom, Jason Willick with music by Jack Wall.

When creating the single player campaign for Star Trek Armada II Full Force Edition , the developers decided to make it a mix between the TNG era and the TMP era. This is seen in some of the missions where you are asked to transport personnel to an enemy ship or base, which is more appropriate to Star Trek: The Motion Picture .

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