

Star Trek: Armada Maps

For the game *Star Trek: Armada* quite a number of maps were made. The game already includes 28 [standard maps](#) by default. They range from 1 vs 1 maps to full sized 8 player maps. Custom missions are also possible.

Traditionally maps are named with a leading digit indicating the number of available player slots. Technically speaking, the *StartLocations* value would suffice to indicate the player slots. But the naming convention allows for getting this information with a quick glimpse. In-game you can filter for the number of players.

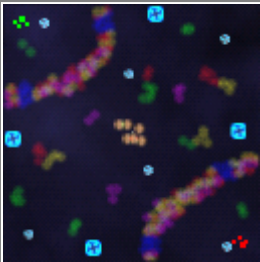

There are a lot of custom maps and that can become a problem: Maps all have to be placed in the *addon* directory of the Armada installation. However, if you have too many of them, Armada crashes every time you try to create a server. It doesn't matter whether it's **Internet**, **Instant Action**, or via **Local Area Network**. It has also been reported, that placing maps inside the *bzn* folder (where the original/standard maps are located) may make the game crash.

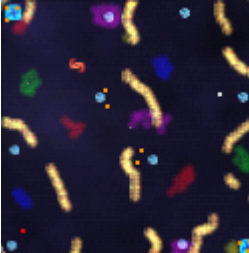
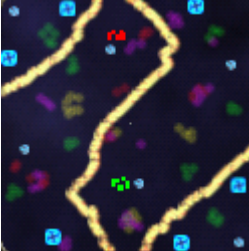

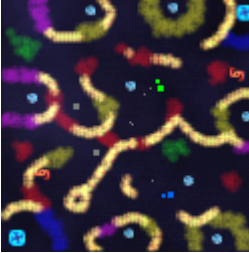
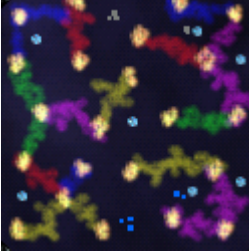
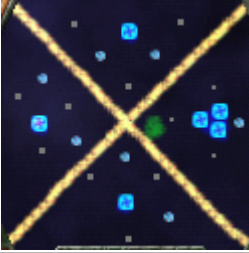
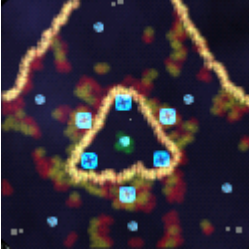
Automatic Map Downloads

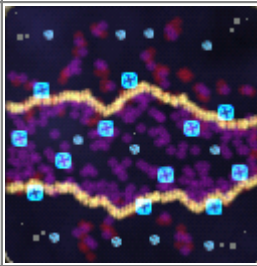
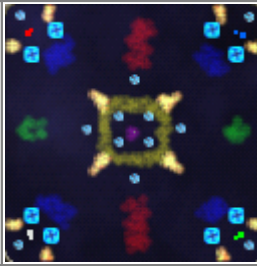
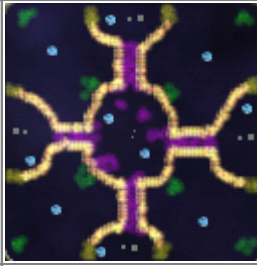
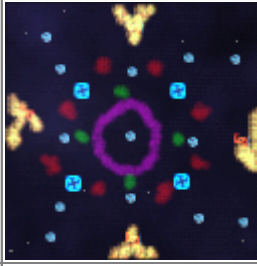
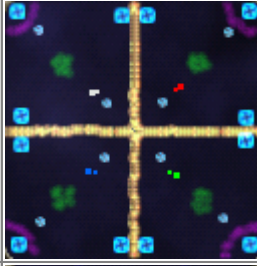

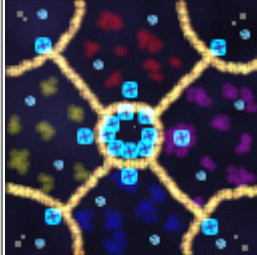
If a player does not have a map the host is using, the client downloads it automatically from the host. And that works rather fast, especially since Armada maps are not excessively large. So don't panic if you are hosting and want to use an exotic map. Just select it and you're good to go. The rest is done by Armada itself. In the meantime you're not hindered by the download. You can see the download status as well.

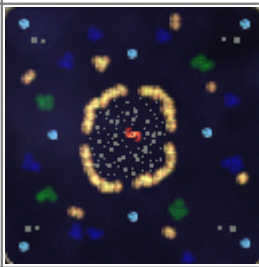
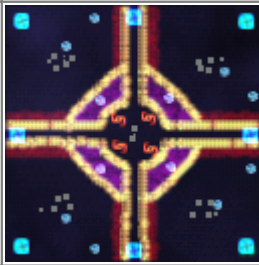
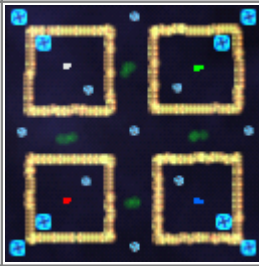
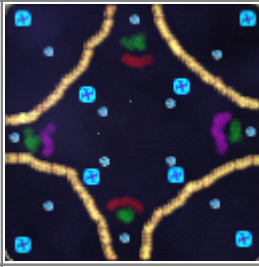
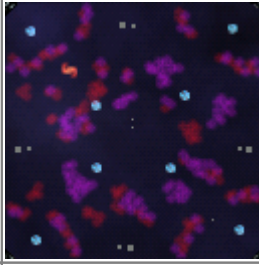
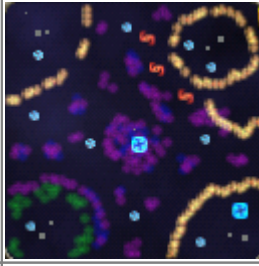
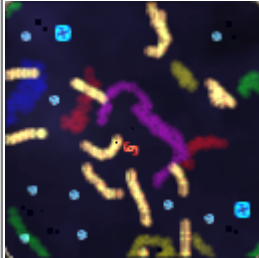
Standard Maps

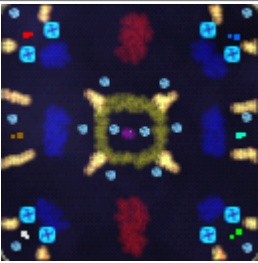
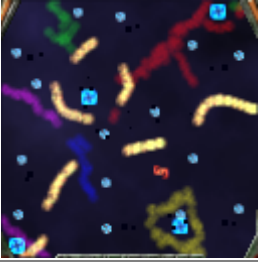
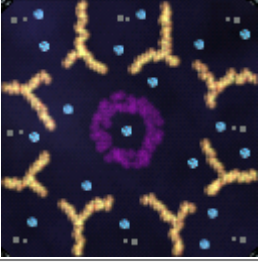
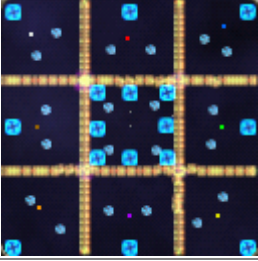
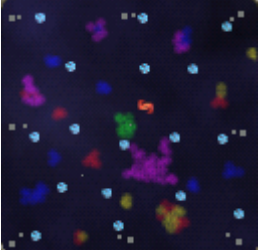
There are 28 maps shipped with Armada.

Map Name	Picture
2blue	
2borders	

Map Name	Picture
2deadzone	 A top-down view of a game map with a dark blue background. It features several winding yellow paths and scattered small, colorful icons (red, green, blue, purple) representing game elements.
2divide	 A top-down view of a game map with a dark blue background. It features a prominent yellow path that divides the map into sections, with scattered small, colorful icons.
2duel	 A top-down view of a game map with a dark blue background. It features a central horizontal yellow path with several small, colorful icons scattered along it.
2hidden	 A top-down view of a game map with a dark blue background. It features a complex, winding yellow path and scattered small, colorful icons.
2maze	 A top-down view of a game map with a dark blue background. It features a complex, maze-like yellow path and scattered small, colorful icons.
3race	 A top-down view of a game map with a dark blue background. It features two intersecting yellow paths forming an 'X' shape, with scattered small, colorful icons.
3triad	 A top-down view of a game map with a dark blue background. It features a yellow path forming a triangular shape, with scattered small, colorful icons.

Map Name	Picture
4across	
4brown	
4crux	
4first	
4green	
4hole	
4hub	

Map Name	Picture
4junky	
4mama	
4more	
4nirvana	
4redsea	
4strange	
5assault	

Map Name	Picture
6brown	 A space map with a central yellow square structure and several blue and red points scattered around.
6violins	 A space map with a central yellow structure and several blue and red points, with some purple and green elements.
8compete	 A space map with a central purple circle and several yellow structures radiating outwards.
8nirvana	 A space map with a central yellow grid structure and several blue and red points.
8open	 A space map with a central purple structure and several blue and red points scattered around.

Map Editor

There is [an editor for the game's maps](#). With the [patch 1.3](#) you can reach it very easy by entering edit into the chat console when in-game.

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