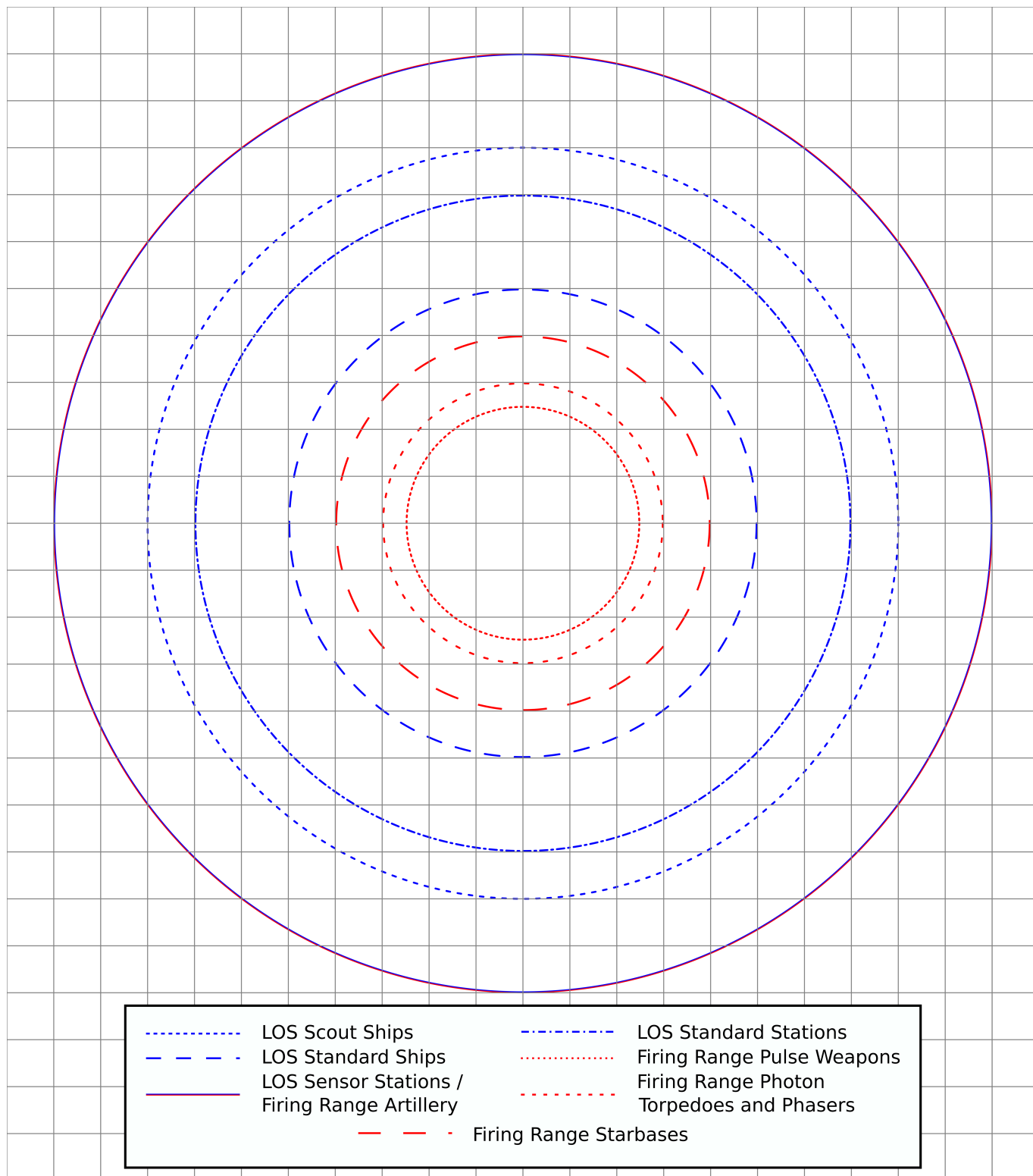


Armada 1 Radii

In *Star Trek: Armada* there are a number of radius values, that do have a direct impact on the game play and strategy, mostly firing and scanning range. Here is an overview of the general radii of the game:



The blue lines represent line of sight, meaning, how far can a **unit** or **station** see. The red lines represent firing ranges. Only the **Artillery** ships and **Sensor Stations** are a bit special: Their ranges are

the same, so this line has both colors.

Relevance	Range
Firing Range Pulse Weapons	250
Firing Range Photon Torpedoes	300
Firing Range Starbases	400
Line of Sight Ships	500
Line of Sight Stations	700
Line of Sight Scouts	800
Line of Sight Sensor Stations	1000
Firing Range Artillery	1000

The firing range means the distance between weapon hardpoint (specific points on the model of a ship or unit) from the attacker and the center of the target. This also explains, why Starbases sometimes only fire partially (not all weapons fire). Some of the hardpoints are within firing range, others are not. So these values are in practice only estimates, that do not fit the distance between attacker and target 100%. But they give you a very good guess how far you have to keep away from a potential attacker or how close you'd have to be, to attack.

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