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	✖
2deadzone	✖
2divide	✖
2duel	✖
2hidden	✖
2maze	✖
3race	✖
3triad	✖
4across	✖
4brown	✖
4crux	✖
4first	✖
4green	✖

Map Name	Picture
4hole	
4hub	
4junky	
4mama	
4more	
4nirvana	
4redsea	
4strange	
5assault	
6brown	
6violins	
8compete	
8nirvana	
8open	

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.