

# 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.

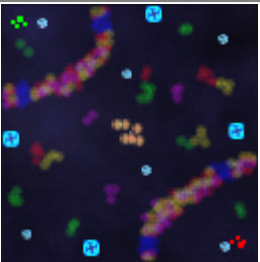
There are a lot of custom maps and that can become a problem: Maps all have to be placed in the *addon* directory of the Armada installation. However, if you have too many of them, Armada crashes every time you try to create a server. It doesn't matter whether it's **Internet**, **Instant Action**, or 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.

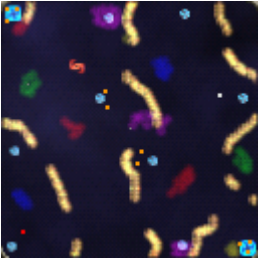
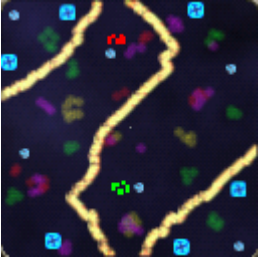
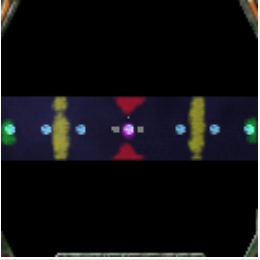
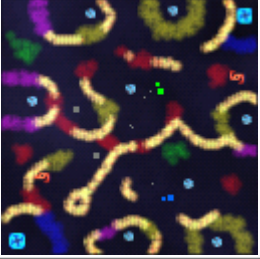
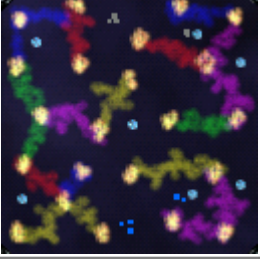
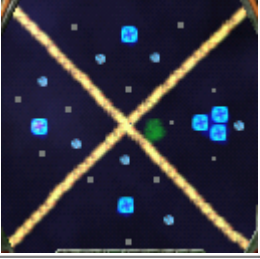
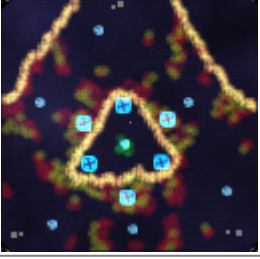
## Automatic Map Downloads

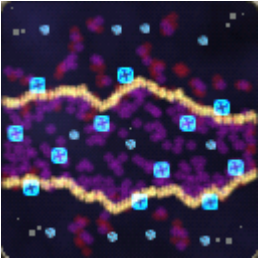
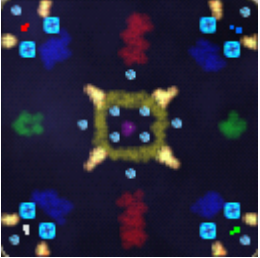
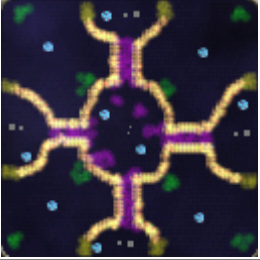
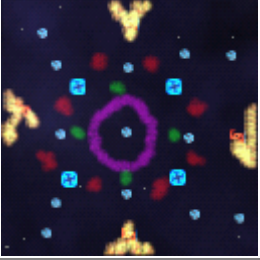
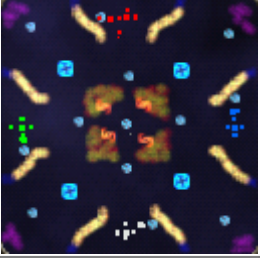
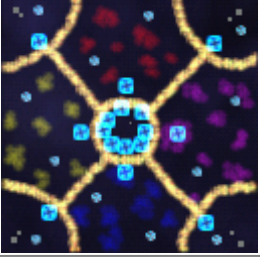
If a player does not have a map the host is using, the client downloads it automatically from the host. And that works rather fast, especially since Armada maps are not excessively large. So don't panic if you are hosting and want to use an exotic map. Just select it and you're good to go. The rest is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

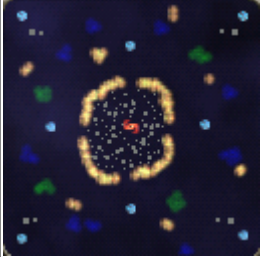
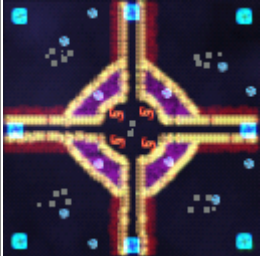
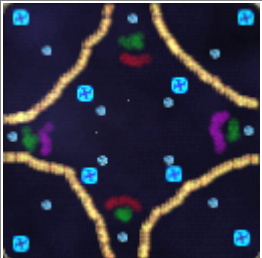
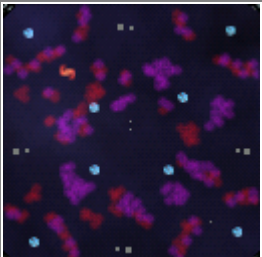
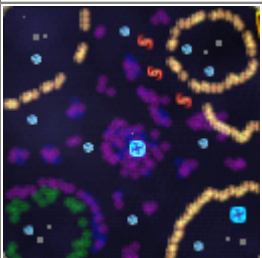
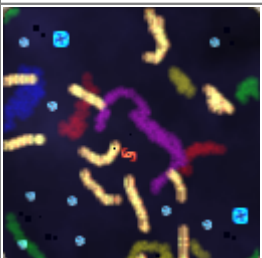
## Standard Maps

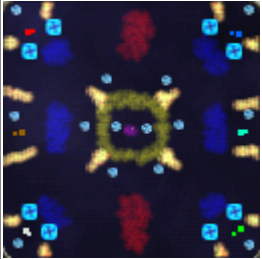
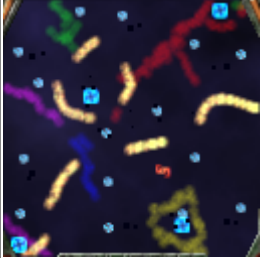
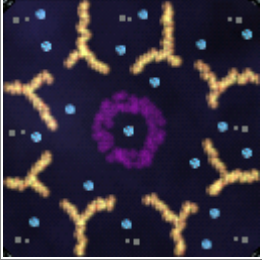
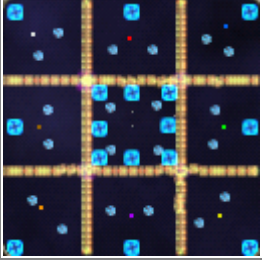
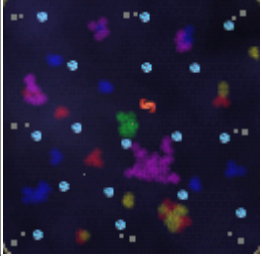
There are 28 maps shipped with Armada.

| Map Name | Picture                                                                             | Note                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
|----------|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2blue    |  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| 2borders |  | This map can turn out to be highly unfair for the player starting out on the left side. E.g. when starting as a <a href="#">Borg</a> player, the first <a href="#">Processing Node</a> <b>cannot</b> be placed in the vicinity of the moon at the starting location. This effectively gives a hard disadvantage for having either to produce more than two additional <a href="#">Dilithium Collectors</a> to max out the moon or head out to the next one in a distance. The player starting out on the right does not have this impediment. <b>This map is therefore not fair.</b> |

| Map Name  | Picture                                                                             | Note |
|-----------|-------------------------------------------------------------------------------------|------|
| 2deadzone |    |      |
| 2divide   |    |      |
| 2duel     |    |      |
| 2hidden   |   |      |
| 2maze     |  |      |
| 3race     |  |      |
| 3triad    |  |      |

| Map Name | Picture                                                                             | Note |
|----------|-------------------------------------------------------------------------------------|------|
| 4across  |    |      |
| 4brown   |    |      |
| 4crux    |    |      |
| 4first   |   |      |
| 4green   |  |      |
| 4hole    |  |      |
| 4hub     |  |      |

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

| Map Name | Picture                                                                             | Note |
|----------|-------------------------------------------------------------------------------------|------|
| 6brown   |    |      |
| 6violins |    |      |
| 8compete |    |      |
| 8nirvana |   |      |
| 8open    |  |      |

On the map *4junky* a lot of empty ships are placed at the center. Two of them, a [Galaxy](#) and the [Premonition](#) are sucked into the [Black Hole](#) right at the binning.

## 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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