

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.

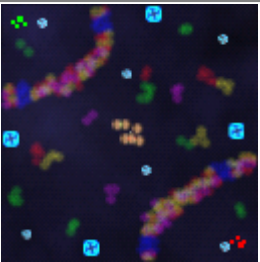

There are a lot of custom maps and that can become a problem: Maps all have to be placed in the *addon* directory of the Armada installation. However, if you have too many of them, Armada crashes every time you try to create a server. It doesn't matter whether it's **Internet**, **Instant Action**, or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

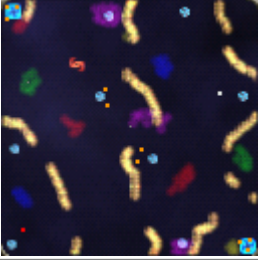
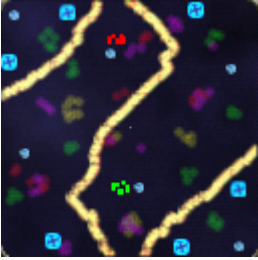
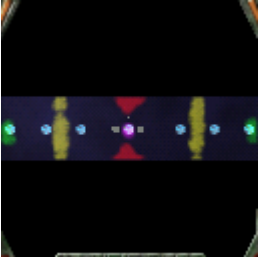
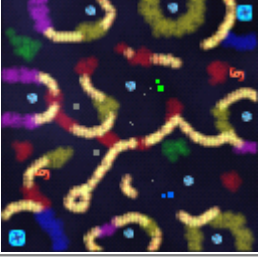
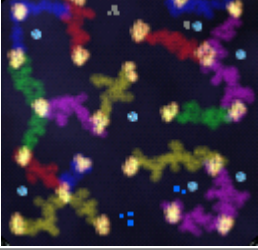
Automatic Map Downloads

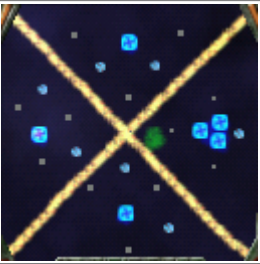
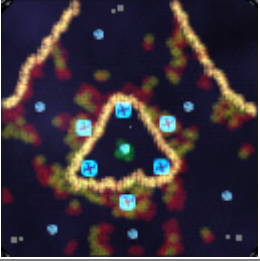
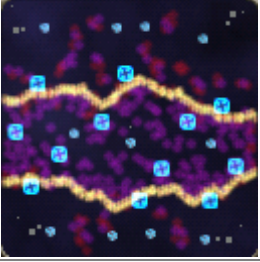
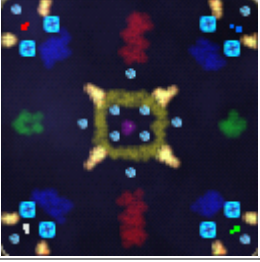
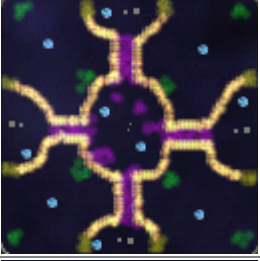
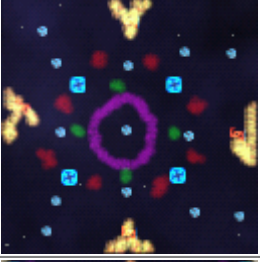
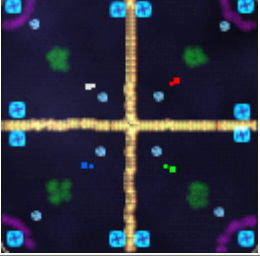
If a player does not have a map the host is using, the client downloads it automatically from the host. And that works rather fast, especially since Armada maps are not excessively large. So don't panic if you are hosting and want to use an exotic map. Just select it and you're good to go. The rest is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

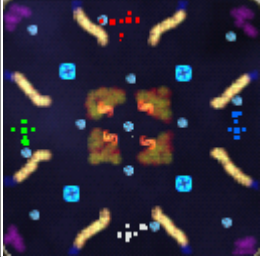
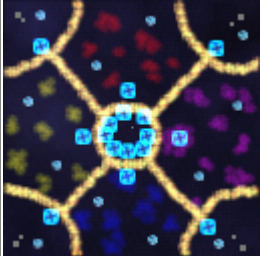
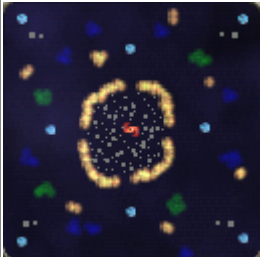
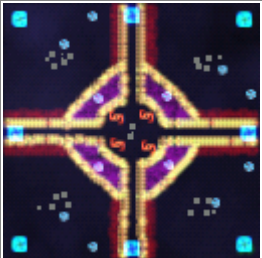

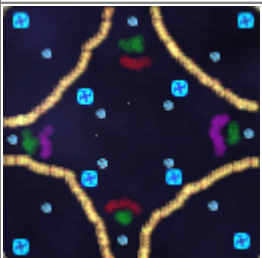
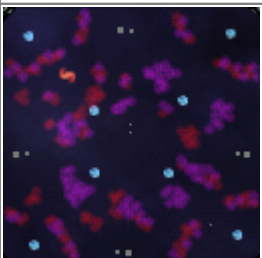
Standard Maps

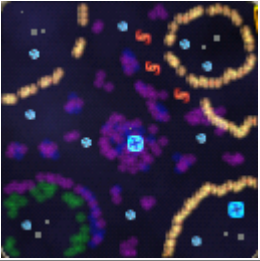
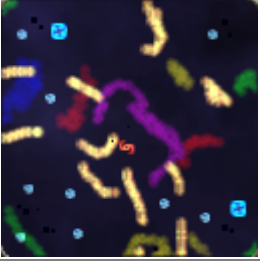
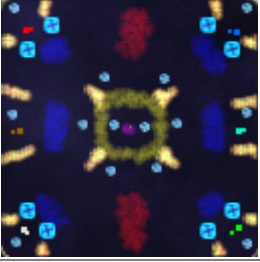
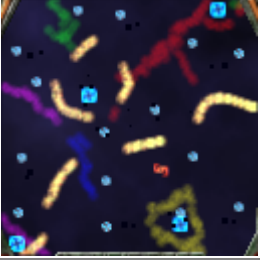
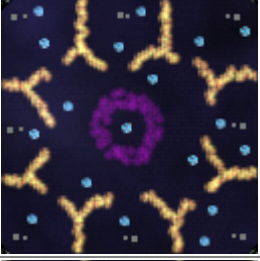
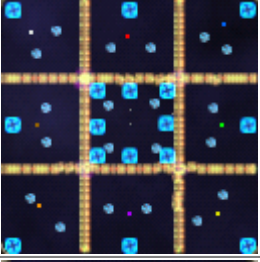
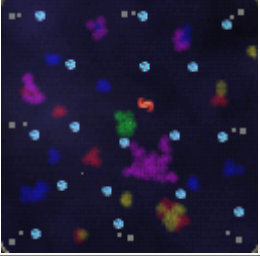
There are 28 maps shipped with Armada.

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 Borg player, the first Processing Node cannot 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 Dilithium Collectors 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. This map is therefore not fair.

Map Name	Picture	Note
2deadzone		
2divide		<p>On this map you can easily reproduce the AI knowing the map instantly: Use an AI opponent, that is not Romulan, so their scouts cannot cloak. Use the lower starting position for yourself and keep the Fog of War and the Shroud turned on. Right after starting the match send your own scout north, to the wormhole in your starting »box«, but do not enter it. (The map is divided into areas enclosed by asteroid belts so there is only this one entrance to your area.) Now just wait. For all intents and purposes, the AI should not be able to know where the moons are, unless it would either scout the area or know the map in detail anyway. As the distance between the AI's starting position to your wormhole is way longer than for you to it, your scout will arrive at the wormhole long before the AI ever could, even if it sent its scout to it right away as well. You will not find any scout entering your area of the map at first. And yet, the AI will sent two of its constructors to the second moon in your area right away, without ever having scouted out the area. This proves, that the AI knows the area without having to scout it. (Much in contrast to what <i>Westworld's Big Book of Modding</i> states, when they describe how the AI derives where to build its Mining Stations. The AI does not need the Fog of War or Shroud to be turned off, in order to know exactly where to go.</p>
2duel		
2hidden		
2maze		

Map Name	Picture	Note
3race		When playing against the AI, this map has a tendency to crash the game after a while of playing it.
3triad		
4across		
4brown		
4crux		
4first		
4green		

Map Name	Picture	Note
4hole		
4hub		
4junky		
4mama		
4more		
4nirvana		
4redsea		

Map Name	Picture	Note
4strange		
5assault		
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.

BMP Format of Preview

The map preview is stored as a 24 bit Windows Bitmap (BMP file) in resolution 128 x 128 pixels. If for some reason a map does make the game crash when using it, the BMP may be the cause for it. If you can verify that this is the case (e.g. move the BMP out of the *bnz* or *addon* folder and it does not crash any longer), check out whether the file can be opened with a graphics editor, e.g. *MS Paint* or *Gimp*. If so, then it's probably only stored in the wrong format. BMPs come in different formats. A valid BMP for Armada map previews **must** be in 24 bit color depth and it **must** have 128 x 128 pixels resolution. You may find graphics editors trying to store the file actually in 32 bit depth, which makes the game crash. If you cannot open it with a common graphics editor, then it's very likely corrupted and obtaining a working version is unavoidable.

[[Star Trek: Armada](#)] [[Game Play](#)] [[Technical Support](#)] [[Trivia](#)]

[[Units](#)] [[Hero Ships](#)] [[Campaign Ships](#)] [[Ship Types](#)] [[Stations](#)] [[Station Types](#)] [[Special Weapons](#)] [[Factions](#)] [[Modding](#)]

[[Back to the Games Database](#)]

From:

<https://www.mobile-infanterie.de/wiki/> - [mwohlauer.d-n-s.name](#) / www.mobile-infanterie.de

Permanent link:

https://www.mobile-infanterie.de/wiki/doku.php?id=en:games:star_trek_armada_1:maps&rev=1717056826

Last update: **2024-05-30-08-13**

