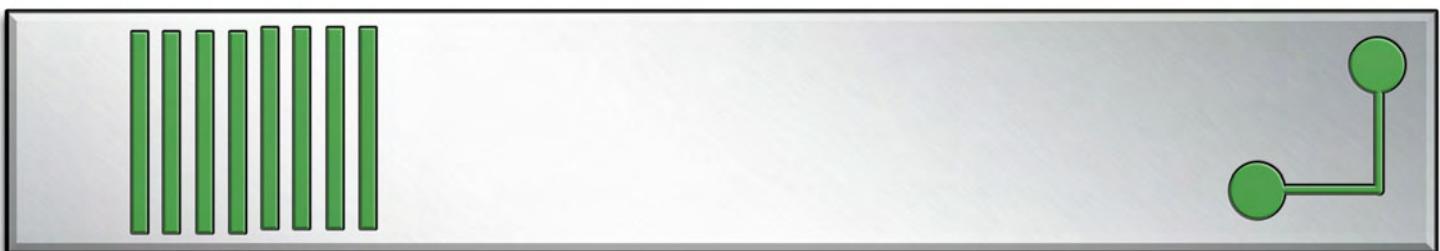


FUTURE
ARMADA
INVICTUS



Invictus – Internal Maps

The maps in this document show all of the habitable areas of Invictus. The habitation rings are broken down into subsectors. They also show how to build the given subsector using the miniature-scale maps in the color and black-n-white map books. Above each map is a 3x6 grid of blocks; one block for each page in the map. The code in the block is the ID code for that map pages. See the map book for more details.

After the habitation rings, the decks of the central stack are illustrated, and then the remaining areas of the ship.

Keep in mind that there is a lot of redundancy in the Invictus design. To lay out the entire ship at once, you would need the following:

Map Section	Total Number of Copies
Barracks Subsector	6
Recreation Subsector	2
Administration Subsector	1
Cafeteria Subsector	2
Medical Subsector	1
Bridge	1
Bridge Sublevel	1
Cargo Deck (or variant)	4
Auxiliary Bridge	1
Launch Bay	12
Engine Pylon (or variant)	240
Hangar Bay	3

There are also half a dozen Remote Transit Stops scattered throughout the wing sections – opening into interior structures.

Because of the redundancy, the habitation rings are grouped together rather than broken into fore and aft. For the same reason, only a single cargo deck is shown in detail. The other three decks are either identical, or very similar in to the one shown. Some of the launch bays would hold Brahma-class shuttles rather than the fighters shown.

To reduce label clutter, identical areas are sometimes only marked once. If you don't see a label on a specific area, look for a similar area on the map and assume both have the same functionality.

<i>Invictus – Internal Maps</i>	1
Habitation Rings.....	2
Central Stack	8
Other Areas.....	13

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Habitation Rings

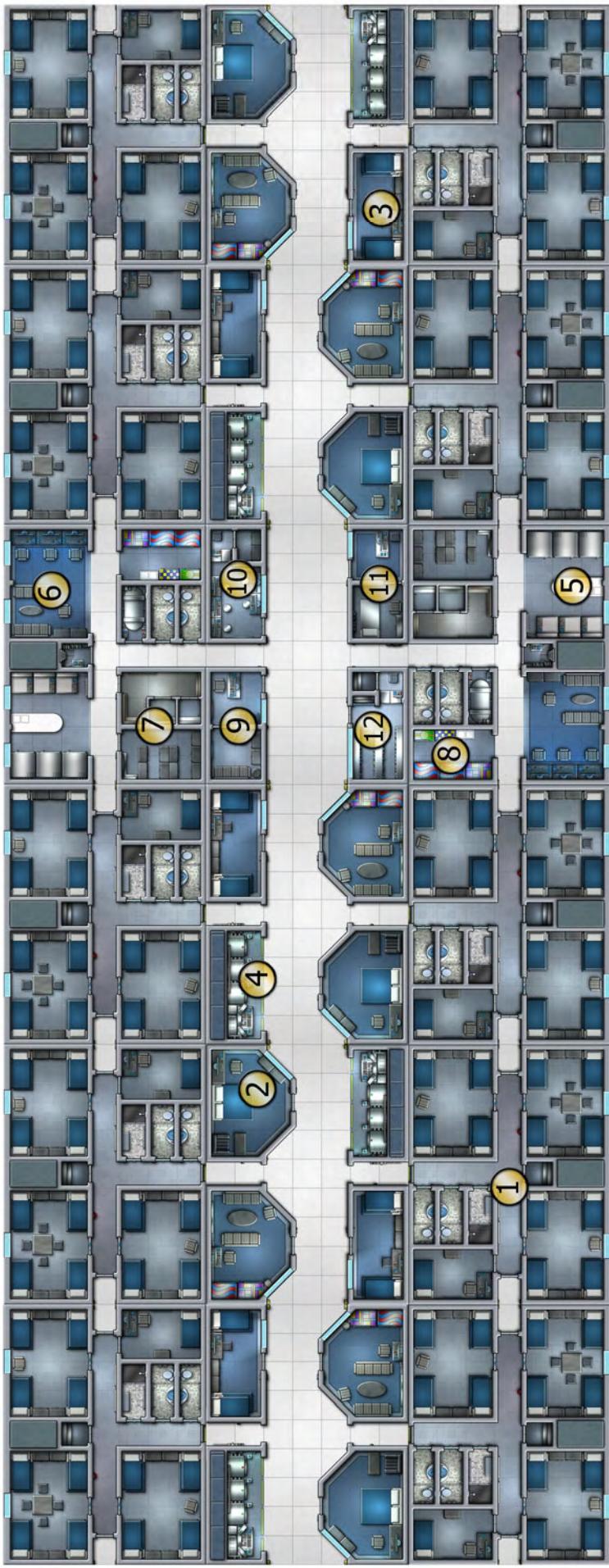
The next 12 pages contain the maps for the forward and aft habitation rings.

INVICTUS

HABITATION RINGS

BARRACKS

A1	Ad.16	A2	Ad.16	A3	Ad.16	A4	Re.12	Ad.16	A5	Ad.16	A6
B1	B2	B3	B4	B5	B6	B7	B8	B9	B10	B11	B12
Re.14	Re.14	Re.14	Re.14	Co.04	Re.14						
C1	C2	C3	C4	C5	C6	C7	C8	C9	C10	C11	C12



1. Barracks
2. Officer / Guest
3. Special Team
4. Requisition Station
5. Utility Room
6. Computer Lounge
7. Storage
8. Vending Machines
9. Local Liason
10. Testing Facility
11. Doctor
12. Luxury Outlet

INVICTUS

HABITATION RINGS

RECREATION

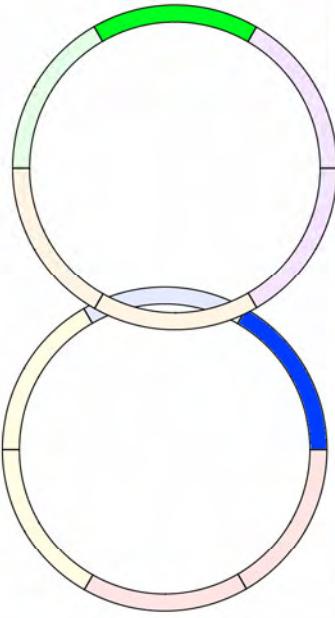
A1	Ad.17	Co.20	A3	Co.27	A4	Co.22	Co.27	A5	Co.26
B1	B2	B3	B4	B5	B6	B6	B6	B6	B6
Mi.01	Ad.07	Pa.00	Pa.00	Pa.00	Pa.00	Pa.00	Ad.07	Ad.07	Ad.07
C1	C2	C3	C4	C5	C6	C6	Co.14	Co.14	Co.13



1. Transit Tube Stop
2. Storage
3. Food Outlet
4. Mass Laundry Room
5. Sports Administration
6. Checkpoint
7. Team Room
8. Locker Room
9. Tactics/LAN Room
10. Martial Arts Room
11. Main Arena
12. Z-Ball Courts
13. Weight Room
14. Pool

← BARRACKS

BARRACKS →

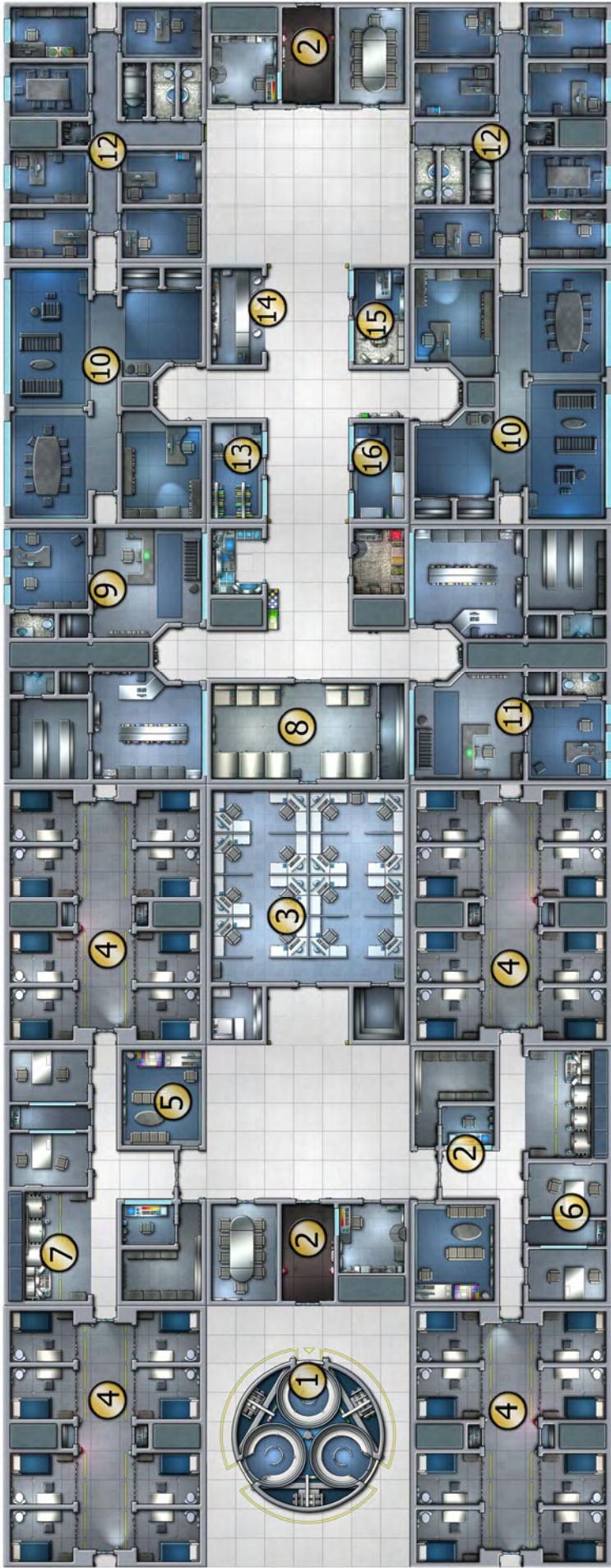


INVICTUS

HABITATION RINGS

ADMINISTRATION

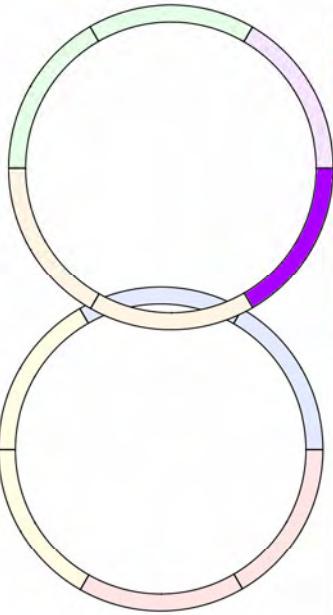
A1	Ad.13	A2	Ad.08	A3	Ad.13	A4	Co.11	A5	Re.13	A6	Ad.14
B1		B2		B3		B4		B5		B6	
Mi.01		Wa.01		Ad.05		Co.01		Co.03		Ad.07	
C1		C2		C3		C4		C5		C6	
	Ad.13		Ad.08		Ad.13		Co.11		Re.13		Ad.14

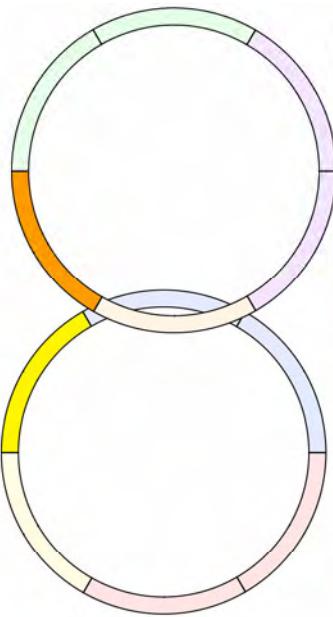


1. Transit Tube Stop
2. Security Checkpoint
3. Cubicle Farm
4. Cell Block
5. Waiting Room
6. Visitation Room
7. Requisition Station
8. Data Processing
9. Admiral's Office
10. Executive Lounge
11. XO's Office
12. Misc. Offices
13. Tailor
14. Snack Bar
15. Salon
16. Supplies

← BARRACKS

BARRACKS →



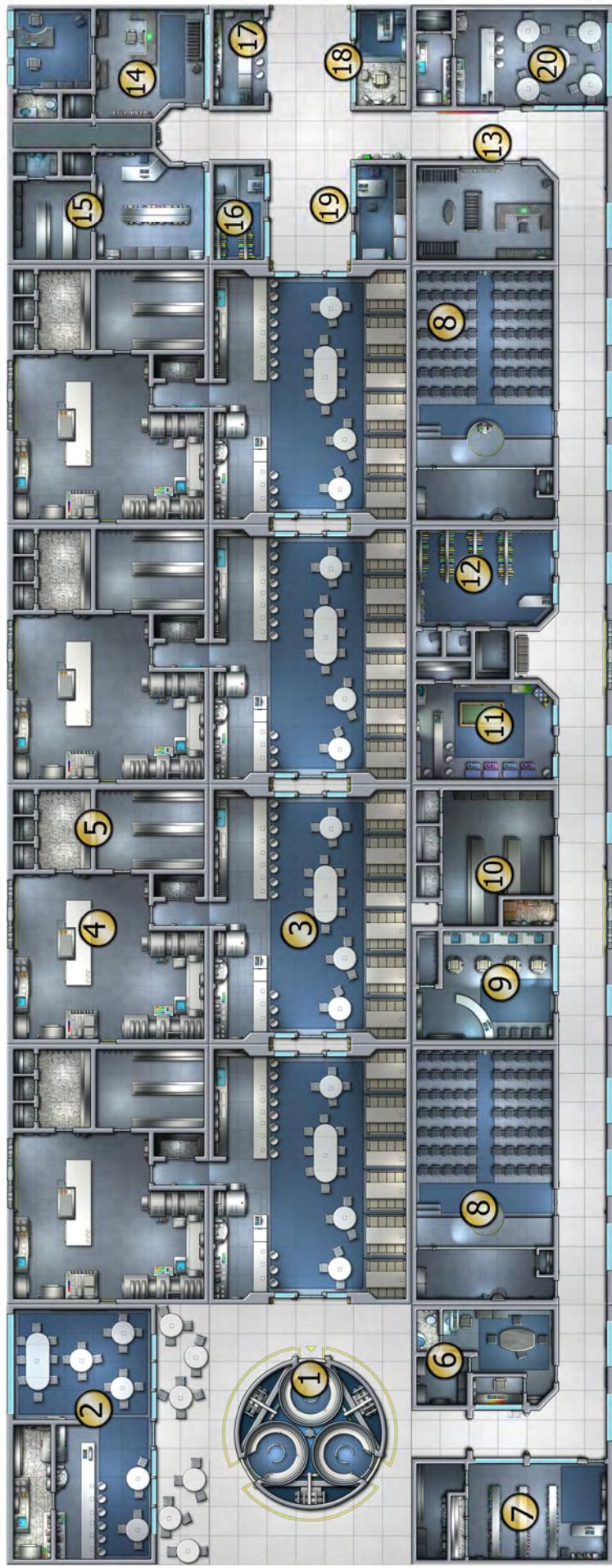


A1	A2	Co.10	A3	Co.10	A4	Co.10	A5	Co.10	A6	Co.11
B1	B2	Co.00	B3	Co.00	B4	Co.00	B5	Co.00	B6	Co.03
C1	C2	Co.21	C3	Co.23	C4	Co.24	C5	Co.21	C6	Co.20

INVICTUS

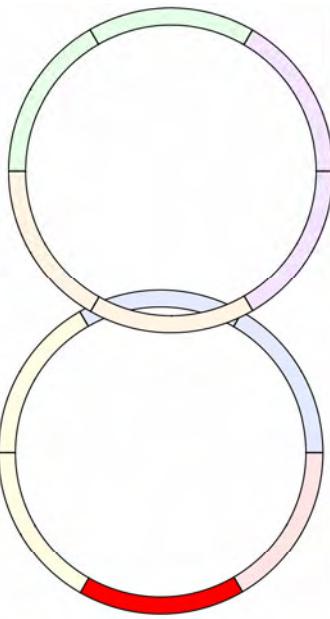
HABITATION RINGS

CAFETERIA



1. Transit Tube Stop
2. Diner
3. Cafeteria Dining Room
4. Kitchen
5. Pantry
6. Security Checkpoint
7. General Store
8. Theater
9. Barber
10. Storage
11. C4 Lounge
12. Clothier
13. Excursion Office
14. Purser's Office
15. Archives
16. Touristwear
17. Beverage Stop
18. Cosmetic Salon
19. Local Luxuries
20. Cafe

← BARRACKS →

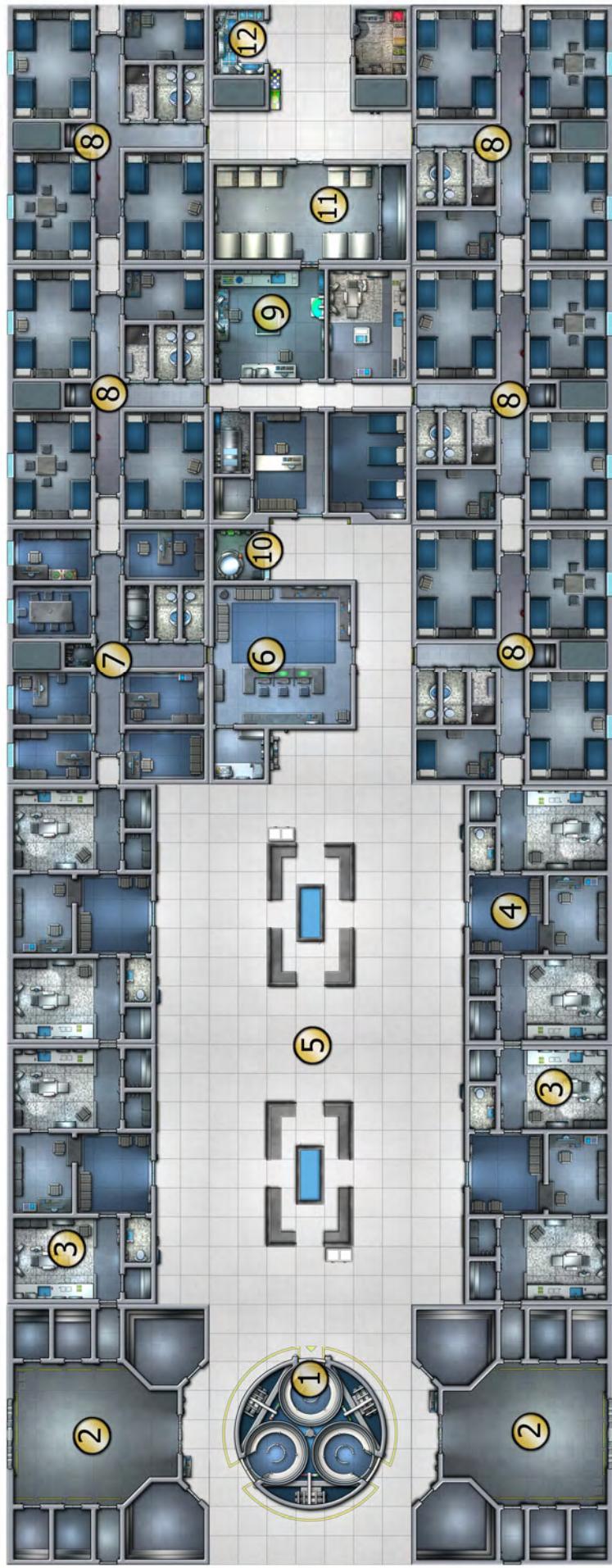


A1	A2	Ad.15	A3	A4	A5	Ad.14	Ad.15	A6
Ad.17	Ad.15	Ad.15	Ad.15	Ad.14	Ad.16	Ad.16	Ad.16	Ad.16
B1	B2	Mi.05	B3	B4	B5	Ad.06	Ad.03	B6
Mi.01	Mi.05	Mi.05	Mi.05	Mi.05	Mi.05	Co.01	Co.01	Co.01
C1	C2	C3	C4	C5	C6	Ad.16	Ad.16	Ad.16
Ad.17	Ad.15	Ad.15	Ad.15	Ad.16	Ad.16	Ad.16	Ad.16	Ad.16

INVICTUS

HABITATION RINGS

MEDICAL



1. Transit Tube Stop
2. Storage
3. Operating Theater
4. Administration
5. Waiting Plaza
6. Main Reception
7. Doctor's Offices
8. Patient Ward
9. Lab
10. Regeneration Chamber
11. Laundry
12. Comm Station

← BARRACKS

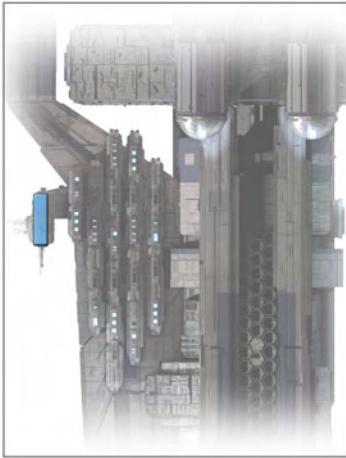
BARRACKS →

Central Stack

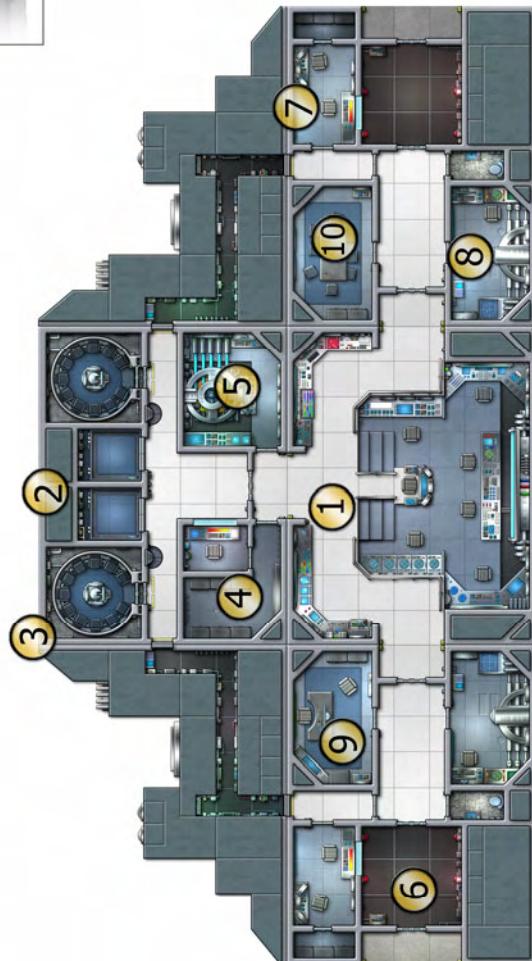
The next set of pages contains the series of decks just forward of the fore ring.

INVICTUS

BRIDGE



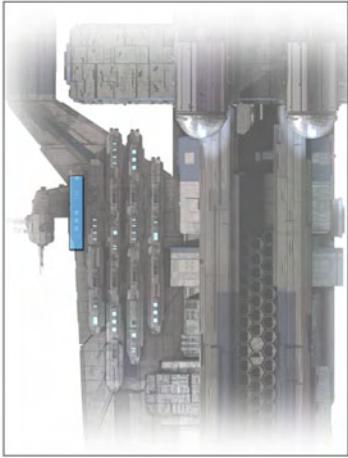
<small>A1</small>	Ad.11	<small>A2</small>	Ad.10	<small>A3</small>	Ad.12
<small>B1</small>	Ad. 01	<small>B2</small>	Ad.00	<small>B3</small>	Ad.02



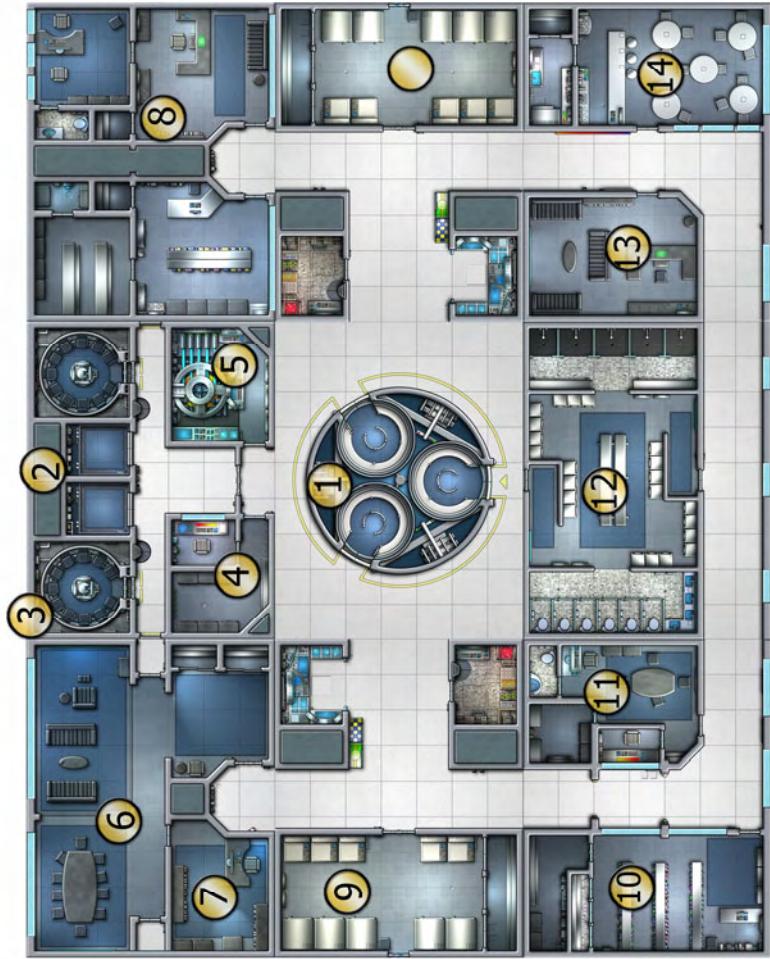
1. Bridge
2. Elevators
3. Lifeboats
4. Armory
5. Computer Core
6. Air Lock
7. Sensors & Communications
8. Commander's Office
9. Security
10. Conference Room

INVICTUS

BRIDGE SUBLEVEL



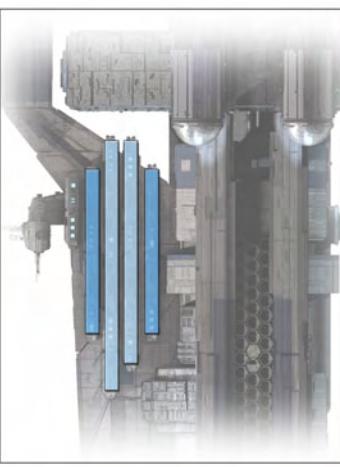
Re.13	Ad.10	Co.11
Co.01	Mi.01	Co.01
Co.25	Co.27	Co.20



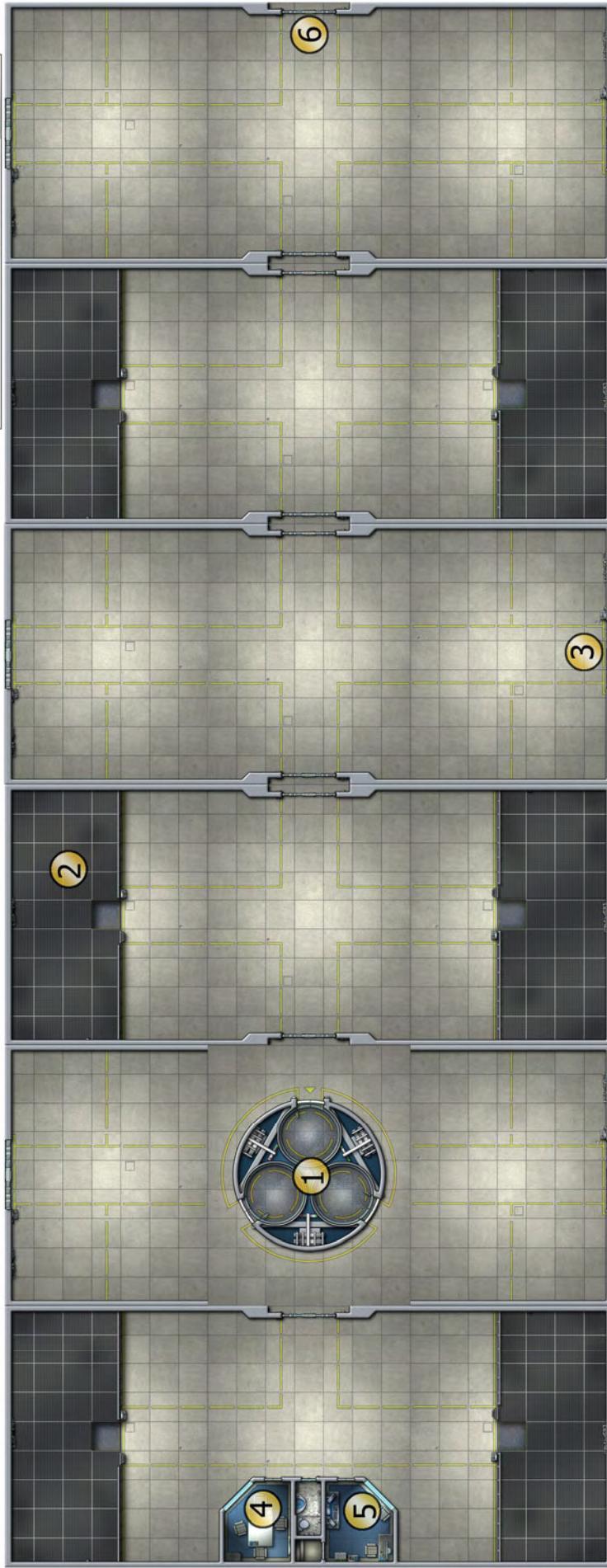
1. Transit Tube Stop
2. Elevators
3. Lifeboats
4. Storage
5. Computer Core
6. Lounge
7. Liason Officer
8. Quartermaster
9. Computer Array
10. Data Archives
11. Security Room
12. Locker Room
13. Personnel Office
14. Cafe

INVICTUS

CARGO DECKS 1 & 4



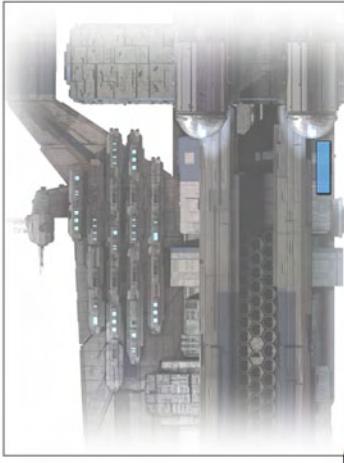
A1	Ca.10	A2 Ca.10	A3 Ca.11	A4 Ca.10	A5 Ca.11	A6 Ca.10
B1	B2 Mi.02	B3 Ca.00	B4 Ca.00	B5 Ca.00	B6 Ca.00	
C1	C2 Ca.13	C3 Ca.12	C4 Ca.13	C5 Ca.12	C6 Ca.13	



1. Transportation Tube Stop
2. Cargo Balcony
3. Bay Doors (to exterior of station)
4. Break Room
5. Office
6. Access to Comm Array

INVICTUS

AUXILIARY BRIDGE



A1	Do.01	Co.11	Do.01
B1	Do.06	Ad.00	Mi.06



1. Remote Transit Stop
2. Air Lock
3. Storage
4. Conference Room
5. Control Room
6. Backup Data Archive
7. Commander's Office

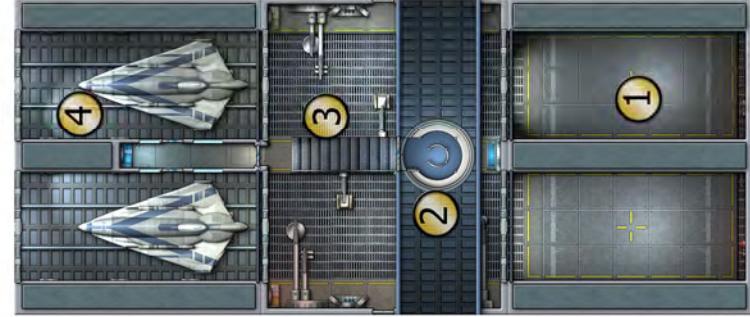
Other Areas

Do.31
Do.32
Do.33

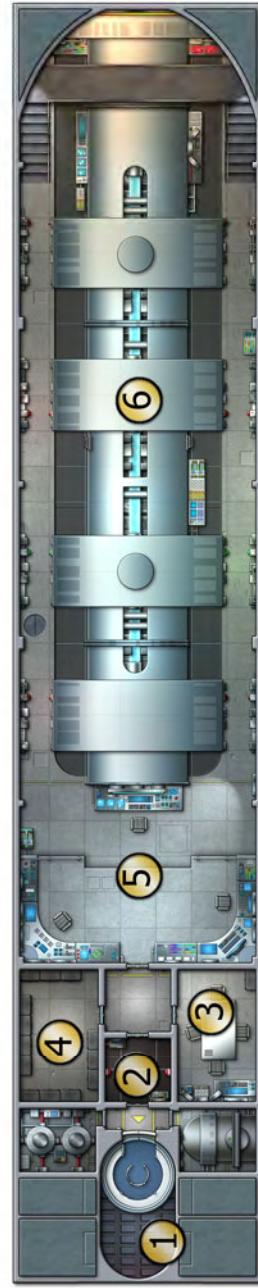
Mi.06	En.31	En.32	En.33
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INVICTUS

LAUNCH BAY & ENGINE PYLON



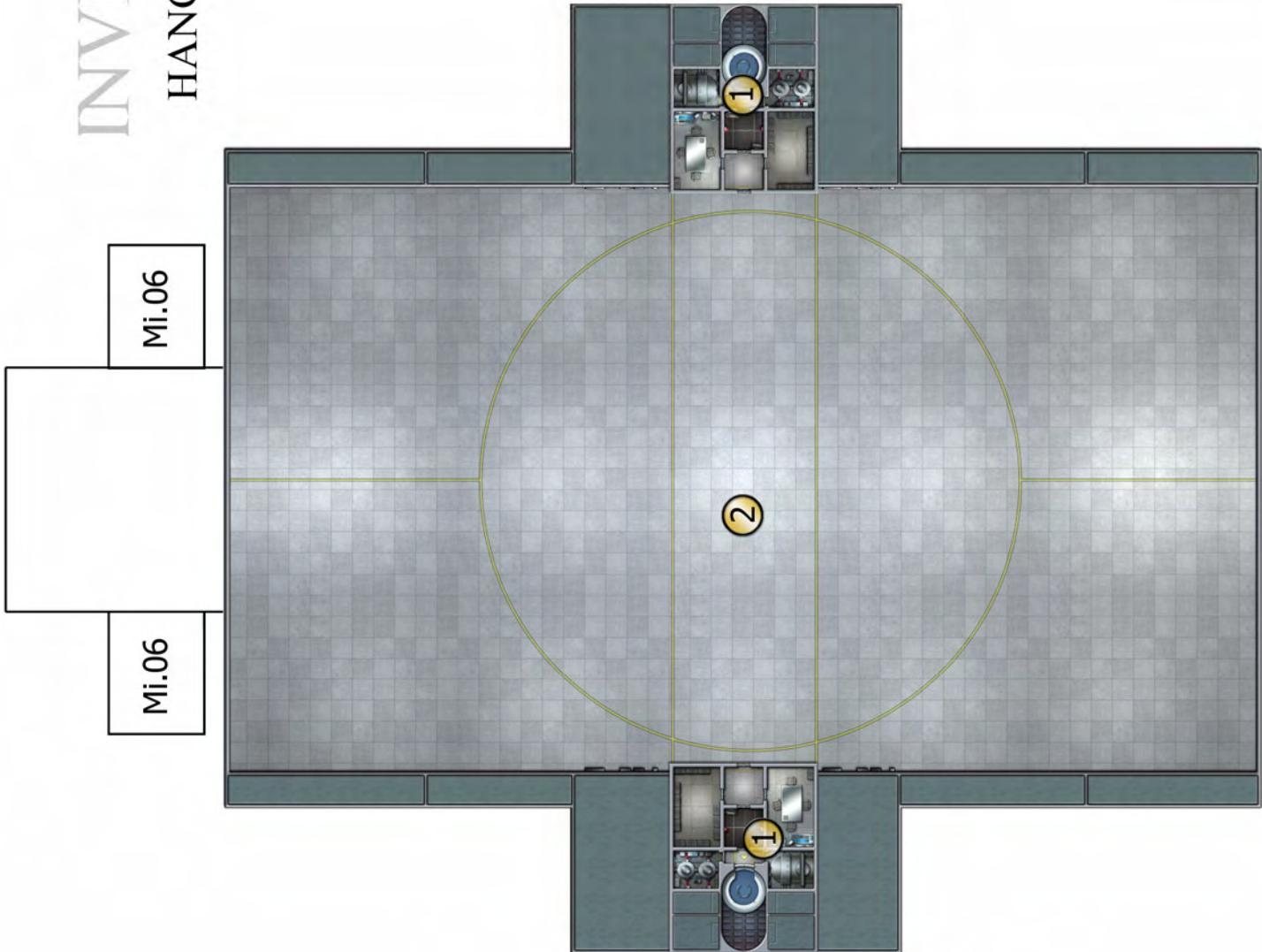
1. Elevator
2. Transit Tube Stop
3. Preparation Area
4. Launch Tube



1. Transit Tube Stop
2. Air Lock
3. Meeting Room
4. Storage
5. Control Center
6. Gravitic Core

INVICTUS

HANGAR BAY



1. Remote Tranist Stop
2. Hangar Bay