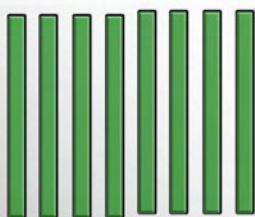


FUTURE
ARMADA



INVICTUS

SUBSECTOR
MAPS



Invictus – Internal Maps

The maps in this document show all of the inhabitable 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.

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

Habitation Rings

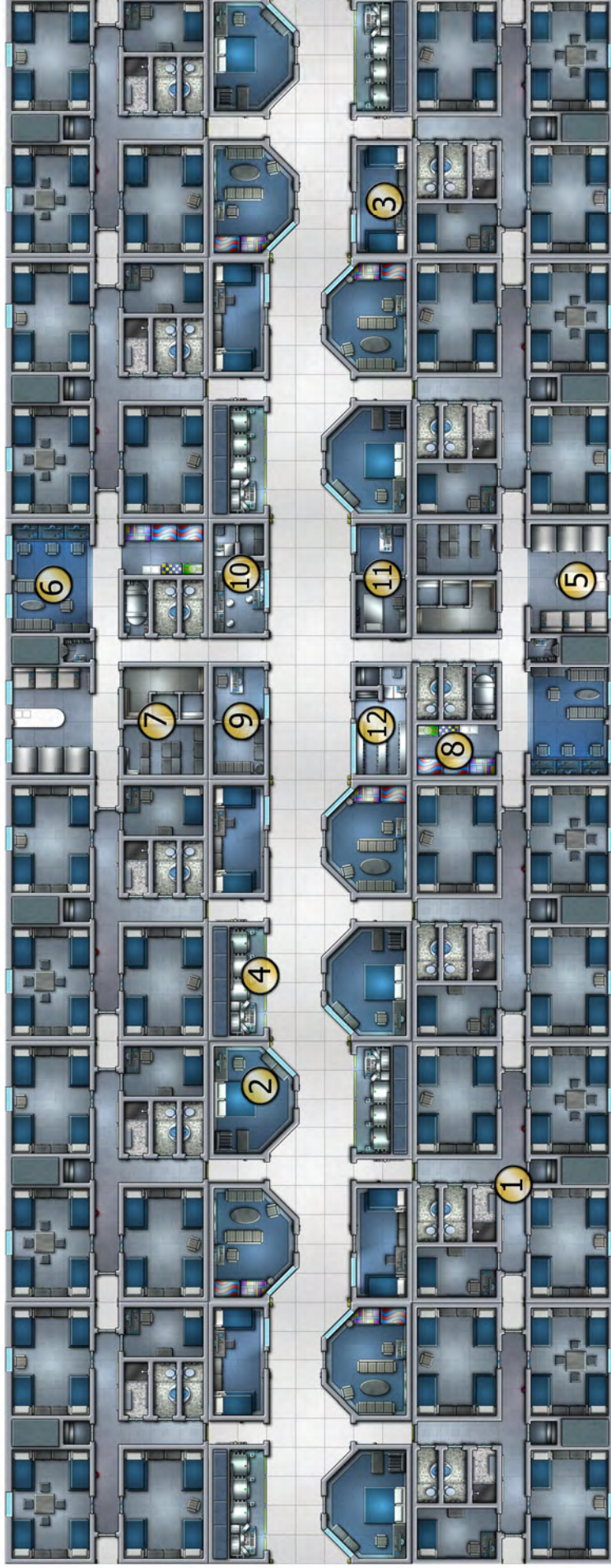
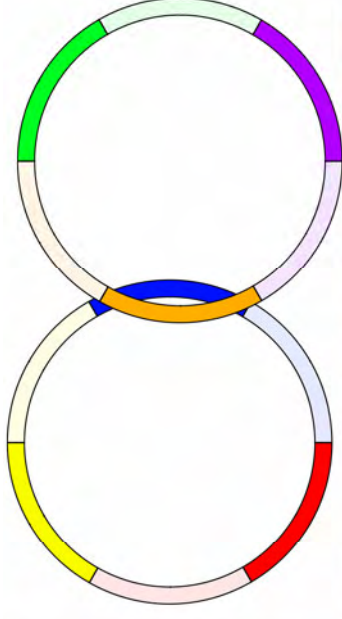
The next 12 pages contain the maps for the forward and aft habitation rings.

INVICTUS

HABITATION RINGS

BARRACKS

A1	A2	A3	A4	A5	A6
Ad.16	Ad.16	Ad.16	Re.12	Ad.16	Ad.16
B1	B2	B3	B4	B5	B6
Re.14	Re.14	Re.14	Co.04	Re.14	Re.14
C1	C2	C3	C4	C5	C6
Ad.16	Ad.16	Ad.16	Re.12	Ad.16	Ad.16



1. Barracks
2. Officer / Guest
3. Special Team
4. Requisition Station

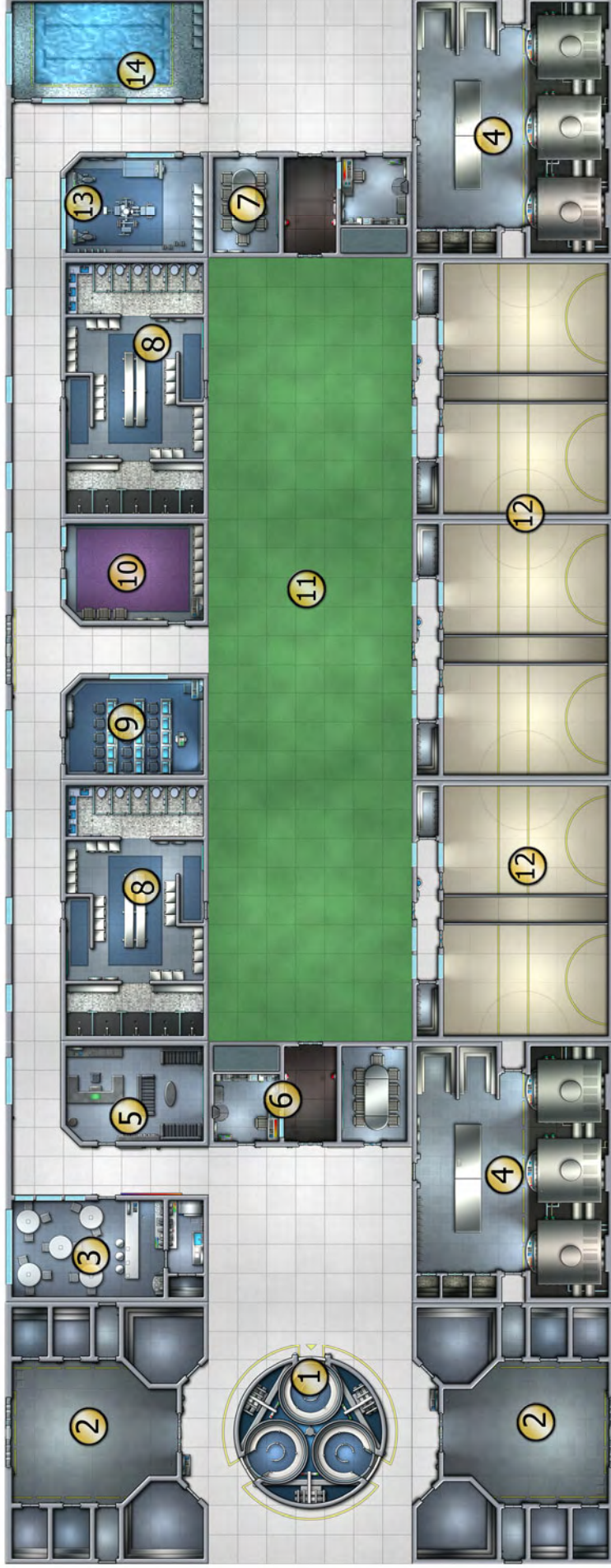
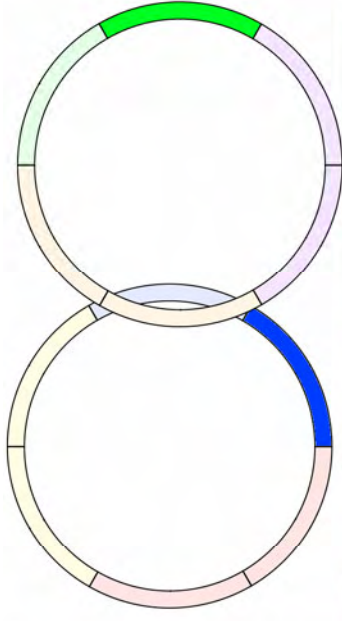
5. Utility Room
6. Computer Lounge
7. Storage
8. Vending Machines
9. Local Liasion
10. Testing Facility
11. Doctor
12. Luxury Outlet

INVICTUS

HABITATION RINGS

RECREATION

A1	A2	A3	A4	A5	A6
Ad.17	Co.20	Co.27	Co.22	Co.27	Co.26
B1	B2	B3	B4	B5	B6
Mi.01	Ad.07	Pa.00	Pa.00	Pa.00	Ad.07
C1	C2	C3	C4	C5	C6
Ad.17	Co.13	Co.14	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

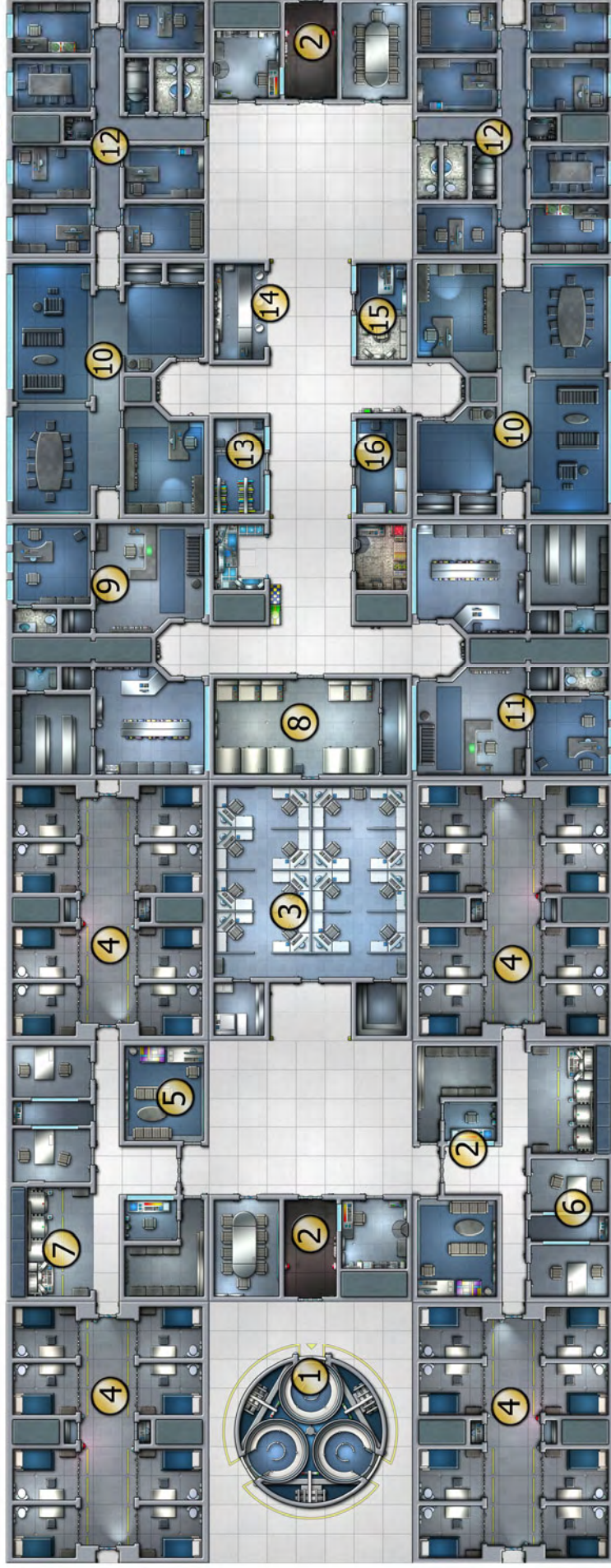
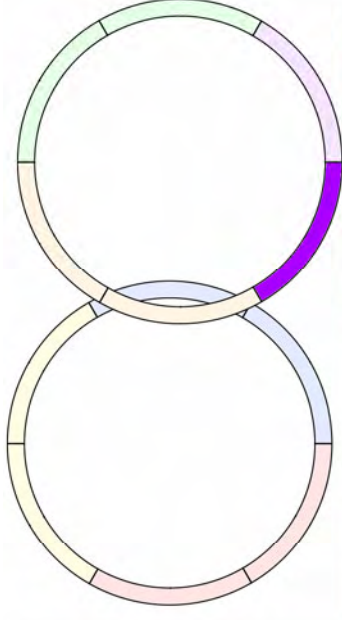
13. Weight Room
14. Pool

INVICTUS

HABITATION RINGS

ADMINISTRATION

A1	A2	A3	A4	A5	A6
Ad.13	Ad.08	Ad.13	Co.11	Re.13	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

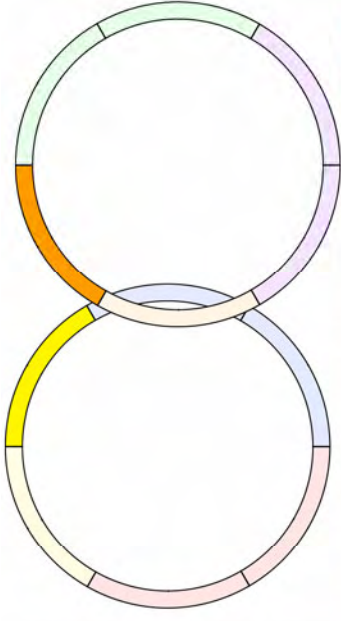
5. Waiting Room
6. Visitation Room
7. Requisition Station
8. Data Processing

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 →

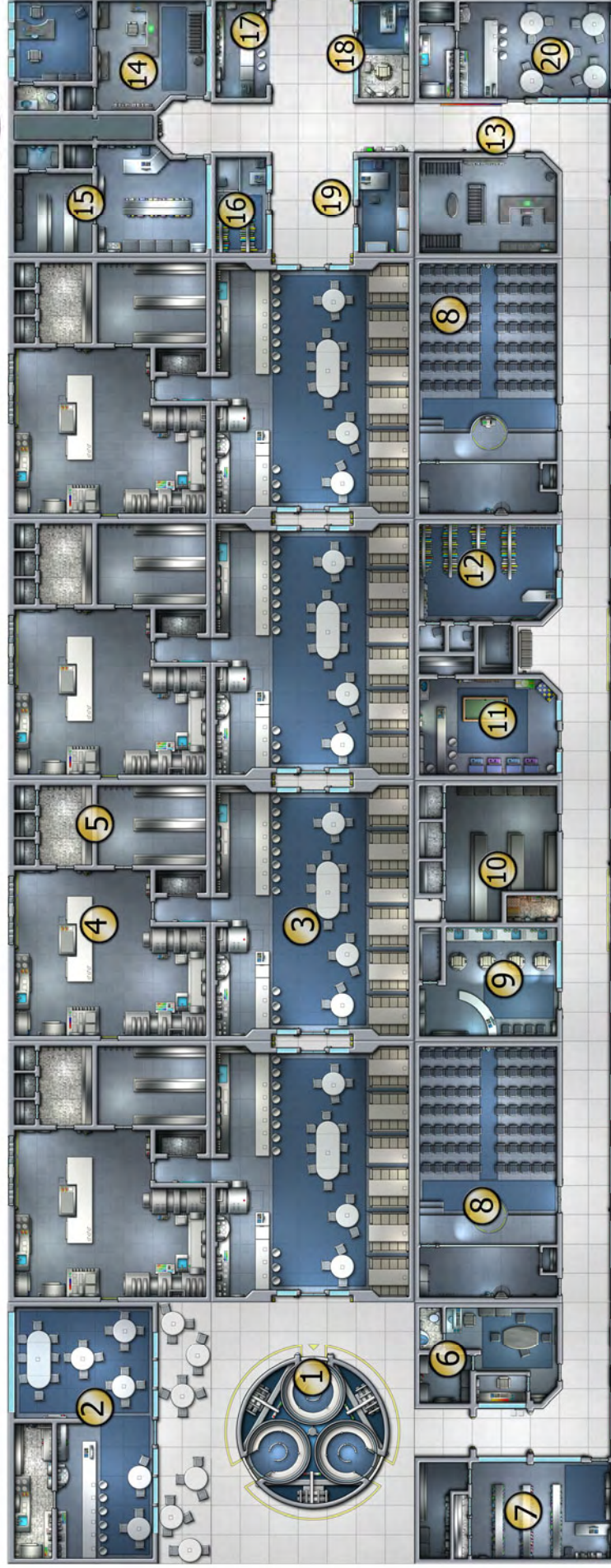


A1	A2	A3	A4	A5	A6
Co.12	Co.10	Co.10	Co.10	Co.10	Co.11
B1	B2	B3	B4	B5	B6
Mi.01	Co.00	Co.00	Co.00	Co.00	Co.03
C1	C2	C3	C4	C5	C6
Co.25	Co.21	Co.23	Co.24	Co.21	Co.20

INVICTUS

HABITATION RINGS

CAFETERIA

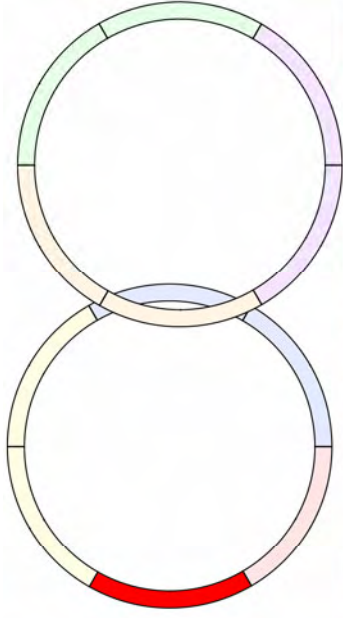


1. Transit Tube Stop
2. Diner
3. Cafeteria Dining Room
4. Kitchen
5. Pantry

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

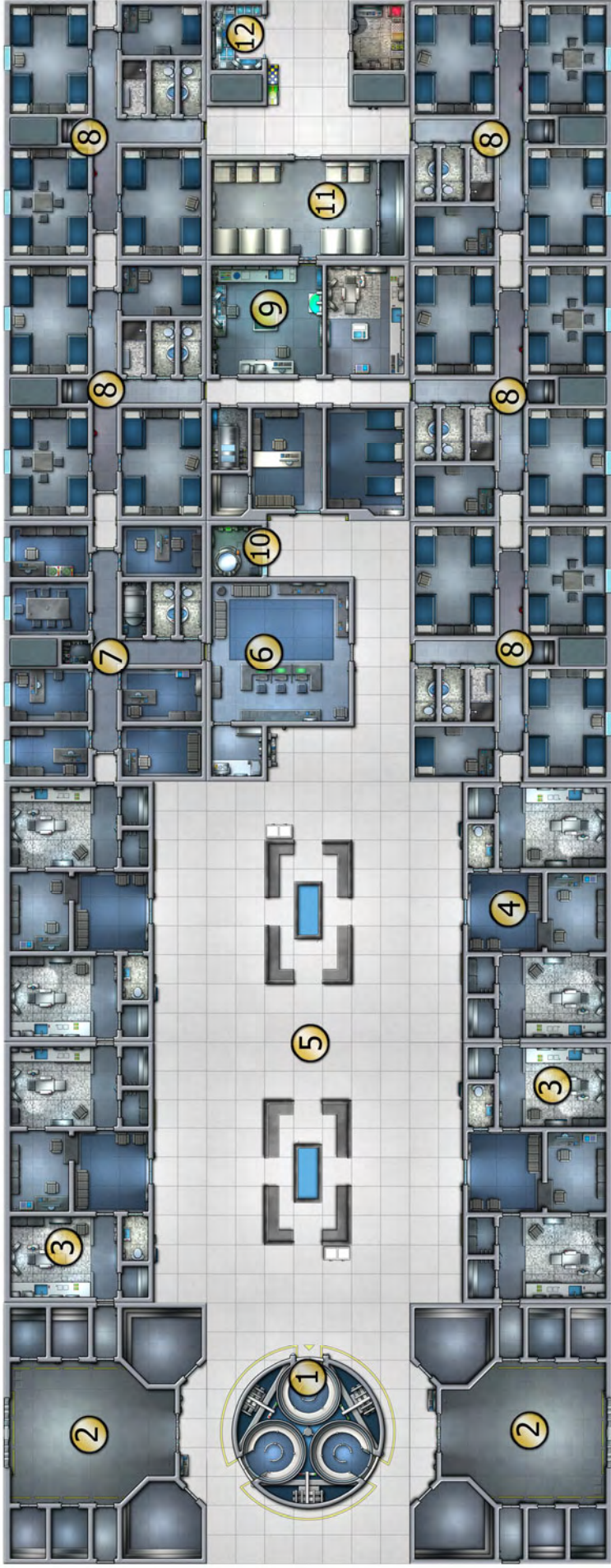
16. Touristwear
17. Beverage Stop
18. Cosmetic Salon
19. Local Luxuries
20. Cafe



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

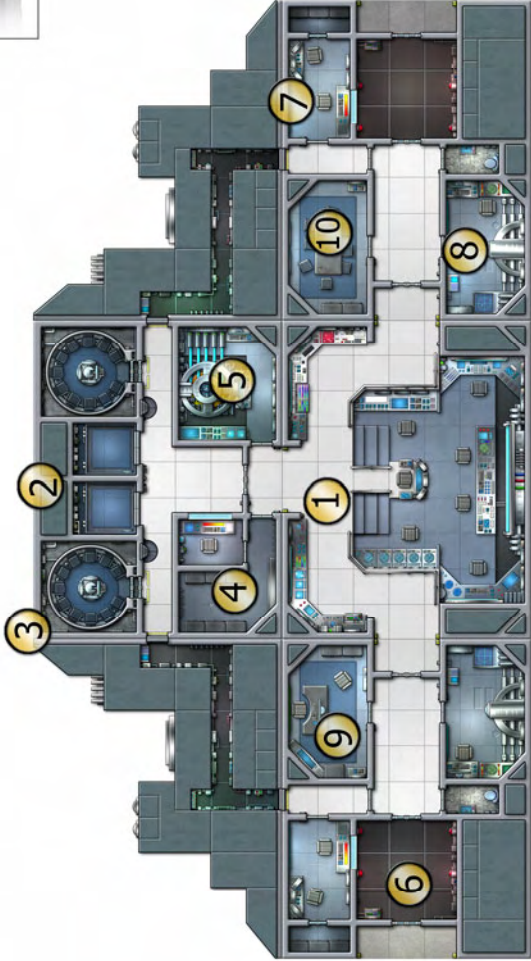
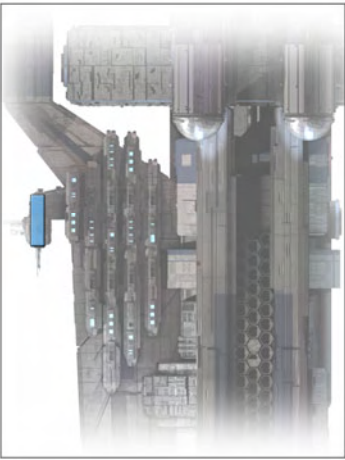
Central Stack

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

INVICTUS

BRIDGE

A1	A2	A3
Ad.11	Ad.10	Ad.12
B1	B2	B3
Ad. 01	Ad.00	Ad.02

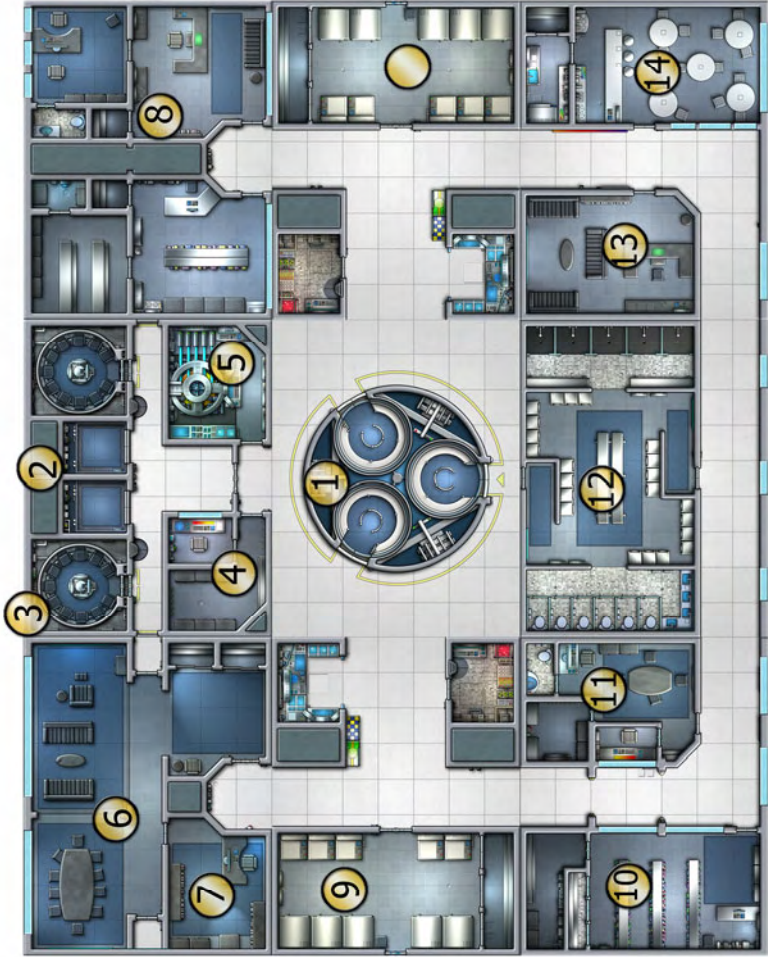
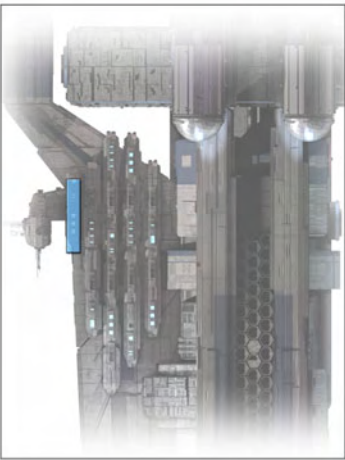


1. Bridge
2. Elevators
3. Lifeboats
4. Armory
5. Computer Core

6. Air Lock
7. Security
8. Sensors & Communications
9. Commander's Office
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

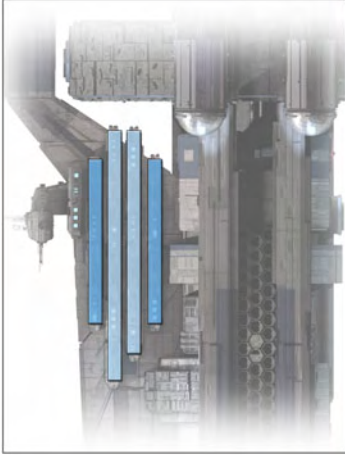
12. Locker Room

13. Personnel Office

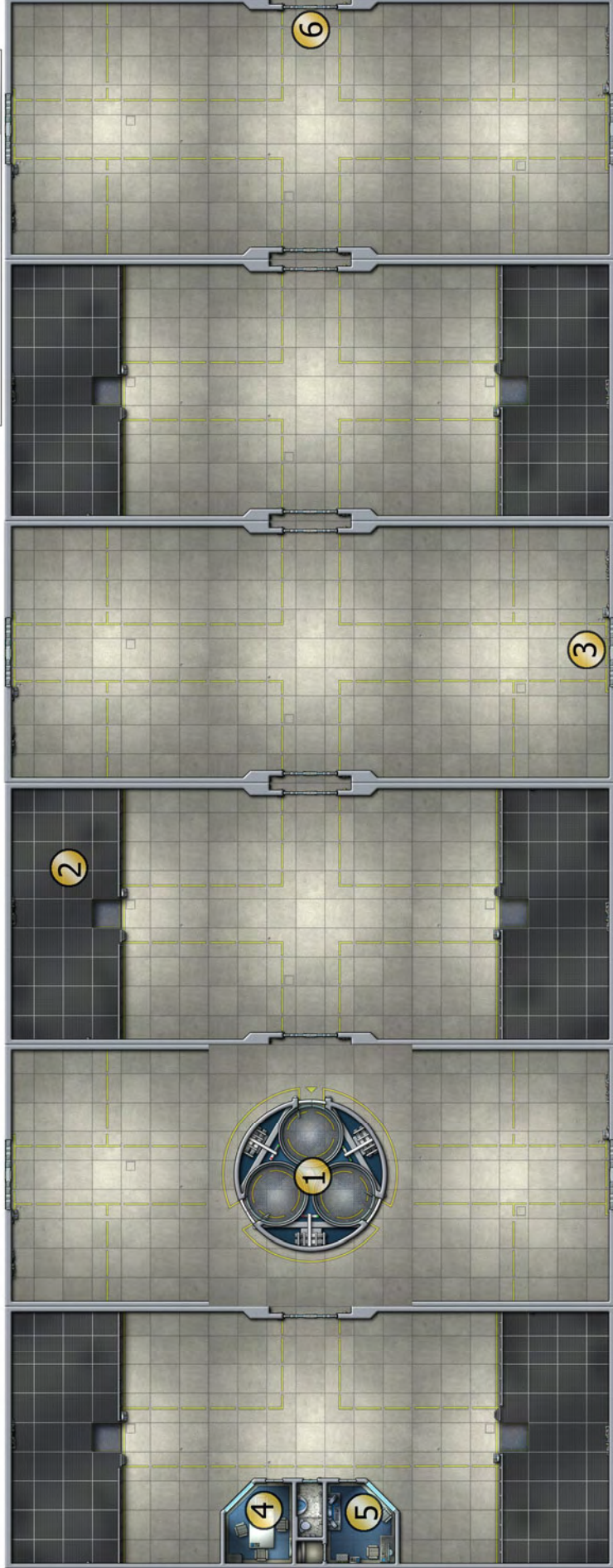
14. Cafe

INVICTUS

CARGO DECKS 1 & 4



A1	A2	A3	A4	A5	A6
Ca.10	Ca.10	Ca.11	Ca.10	Ca.11	Ca.10
B1	B2	B3	B4	B5	B6
Ca.01	Mi.02	Ca.00	Ca.00	Ca.00	Ca.00
C1	C2	C3	C4	C5	C6
Ca.12	Ca.13	Ca.12	Ca.13	Ca.12	Ca.13

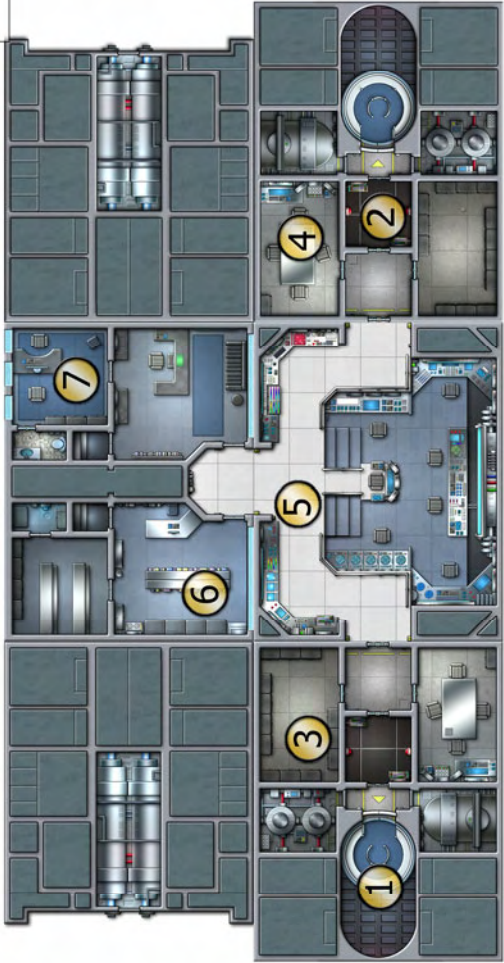
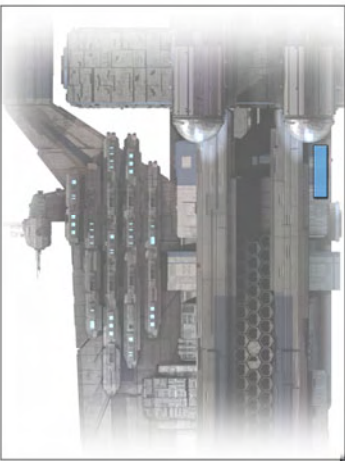


1. Transportation Tube Stop
2. Cargo Balcony
3. Bay Doors (to exterior of station)
4. Break Room
5. Office
6. Access to Comm Array

INVICTUS

AUXILIARY BRIDGE

A1	A2	A3
Do.01	Co.11	Do.01
B1	B2	B3
Mi.06	Ad.00	Mi.06



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

Other Areas

Do.31
Do.32
Do.33

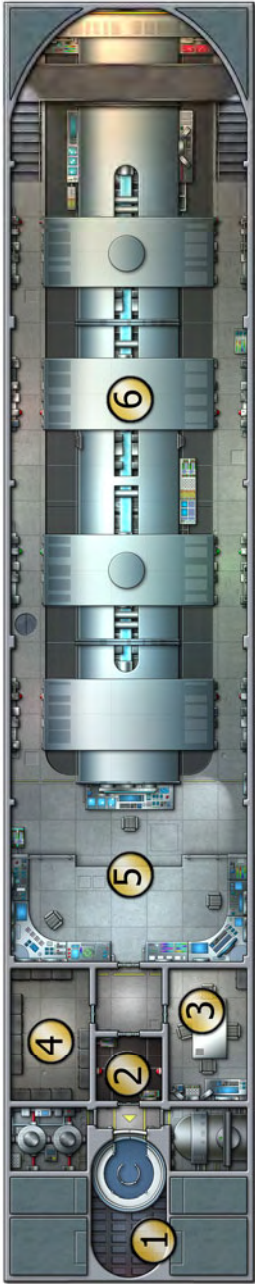


1. Elevator
2. Transit Tube Stop
3. Preparation Area
4. Launch Tube

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

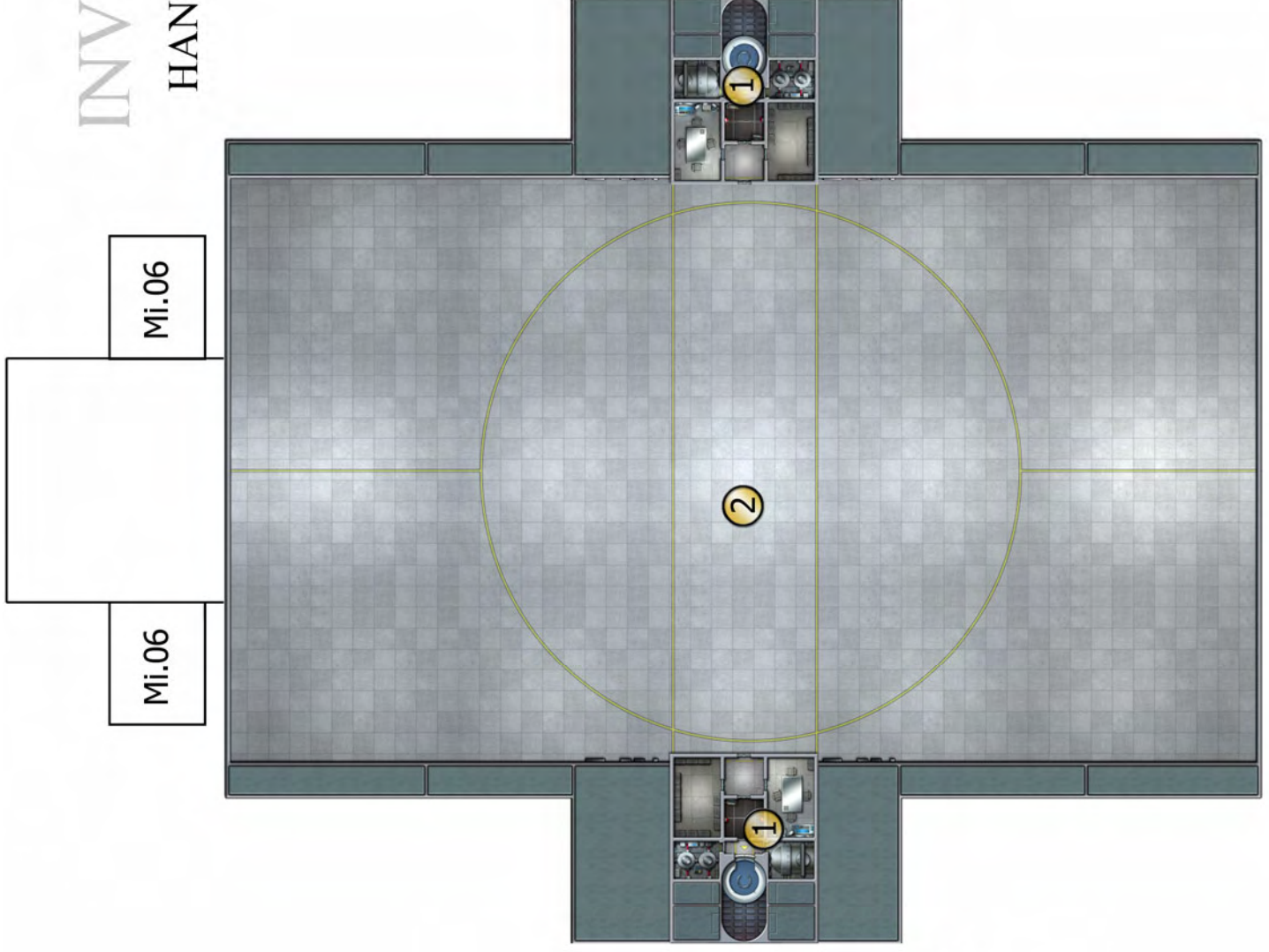
LAUNCH BAY & ENGINE PYLON



1. Tranist 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