**Three Square Meals - Invictus Refitting Schedule**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Item** | **Shipyard Fit** | **First Refit** | **Second Refit** | **Third Refit** |
| **1. Invictus Weapons** |  |  |  |  |
| Singularity Drivers | - | - | * 2x 400m barrel
* Replaces Mass Drivers
* Triple range of Mass Driver
* Fire every second
 | * Quantum Flux Cannon
 |
| Nova Lances | - | 2x but inactive, unless power down other power uses such as shields | * 2x, can fire every 30 seconds
* Triple range of Beam Laser
* NL uses mounts from 3 Terran BL
 |  |
| Mass Drivers | 4 x 2 pair | 4 x 2 pair* Addition of Ashanath-Dana hyper warp dive plus Tachyon field generator
 | - |  |
| Beam Lasers | * Terran standard issue
* 6 Forward facing,
* 45 degree arc
* Base damage 1
 | * Maliri with
	+ Kintark heatsinks
	+ Crystal Alyssium barrel
* 16 on top deck
* 8 on underbelly
* 3x as powerful as Terran,
* 2x as powerful as Maliri
 | * 16 on top deck
* 8 on underbelly
* Combined damage 12x original Invictus
 | * Replace 24 Beam Lasers with 72 Photon Lasers
 |
| Cannons | * 16 laser on top deck
* 8 laser on underbelly
 | * 48 pulse
* Full coverage
 | * 64 Pulse, full coverage
* 16 Gauss, underbelly; hit 2x as hard as Terran version, fire 5x as fast
* 6 Heavy cannons, top deck, reload every 10 seconds, hit 2x hard as Terran Mass Drivers, upgraded against armour plating
 |  |
| Gatling Lasers | * 48
* Full coverage
 | * Replaced by Pulse Cannons
 | - |  |
| Heat Sinks | * Terran standard
 | * Kintark heat sinks
 | Kintark Heat sinks | “Ultimate” Kintark Heatsinks |
| Internal Defences | * -
 | * Gatling Lasers
* Some cameras
* DNA airlock
 | * Gatling Lasers
* Pop Out Turrets in walls
* Pop Out Barricades
* Secured Armoury in bends in corridor
* Electrified decking in airlock
* Knockout gas in airlock
* Thermal and mag-vision, and motion scanners built into the walls
* DNA activated airlock
 | * >12x Sonic Cannons
	+ 2 metres long
 |
| Radar | Standard Terran | Maliri with Dana upgrade4x old Terran reach30% better than Maliri OEM | * No change
 |  |
| Other |  | * Anti-grav elevator installed
* Anti-personnel turrets installed
* Tactical Station upgrade with new weapons targeting system
* Dana upgrade of Maliri O2 filtration system
* Enhanced Maliri Fire Control System
 | * Optimised flight controls
 | * 8 more maintenance bots
 |
|  |  |  |  |  |
| **2. Invictus Engines** |  |  |  |  |
| Number | 2x Terran standard | 4 Trankaran engines | 6 Trankaran engines |  |
| Power Core | Terran Standard Power Core | Ashanath Power Core* 12x Terran standard
 | Progenitor Power Core* 20x Terran, 2x Ashanath
 | Progenitor Power Relays* Increasing effective output by 50%
 |
| Special Features |  |  |  |  |
| Speed Comparison |  | 3.17x speed of previous version5x acceleration |  |  |
| Hyper-Drive | Terran std FTL | Ashanath FTL* 2x as fast as Terran
* Followed by Maliri upgrade
 | Progenitor design* 3x hyper-speed of Maliri
 |  |
| Tachyon Drive |  |  |  |  |
| Other |  |  |  |  |
|  |  |  |  |  |
| **3. Invictus Shields** |  |  |  |  |
| Armour | Terran Standard | Single shaped Invictium armour* Upgraded 2x Alssyium, then 4x
 | 5x shaped Alyssium* Upgraded to 2x Crystal Alyssium
* Upgraded to 3x Crystal Alyssium
 | Currently 4 & 5x Crystal AlyssiumProgenitor capacitors |
| Shields | Terran Standard | Maliri with Dana upgrade* 80% increase in shield strength
 |  | Brimorian (in the future) |
| Protection |  |  |  |  |
|  |  |  |  |  |
| **4. Ship Layout** |  |  |  |  |
| Length | 500 metres | 500 metres | 750 metres | 750 metres |
| Deck One | Command DeckCommander’s Ready RoomBriefing Room | Command DeckCommander’s Ready RoomBriefing Room | Command DeckCommander’s Ready RoomBriefing Room | Observatory |
| Deck Two | Officer's Quarters, Commander's QuartersTurret wells Mass Driver rails | Officers’ Mess till Sakura blew it upOfficer's Quarters, Commander's Quarters Turret wells Mass Driver rails | Officers Mess - Still being builtOfficer's Quarters, Commander's Quarters Turret wells for CannonsSingularity driver rails |  |
| Deck Three | Officers’ MessLife SupportDojo & Simulation | Life SupportFaye’s serverDojo & Simulation | Faye’s serverLife SupportDojo & Simulation | Officers’ Mess upgrade completed under Rachel’s care |
| Deck Four | Marine QuartersGalley | Marine QuartersGalley | Combat BridgeGalley |  |
| Deck Five | Engineering DeckPower CoreAmmunition | Engineering DeckPower CoreAmmunitionCaptain’s Bedroom (new bed)Officers’ Bedrooms | Engineering DeckPower Core ChambersAmmunition MagazinesExpanded Captain’s Bedroom (2x length)Officers’ Bedrooms |  |
| Decks Six- Nine | Raptor’s Hangar (9)Firing Range (7)Gym (7)Medical Bay (7)Engineering Workshop (?)Airlocks (?) | Raptor’s Hangar (9)Firing Range (7)Gym (7)Medical Bay (7)Engineering WorkshopAirlocks | Cargo Bay (6-9)Primary Hangar (6-9)Secondary Hangar (9)Firing Range (7)Gym (7)Medical Bay (7)Engineering WorkshopAirlocks |  |
| Special Features | New bedroom courtesy of Admiral Charles HaleyOther ? | New bedroom courtesy of Edreale DNA activated panic buttons | New bedroomNew Grav-TubeCombat BridgeInertial negation DeviceFaye joins the crew | Jade’s ? |
|  |  |  |  |  |
| **5. Raptor** |  |  |  |  |
| Length | 40m | 40m | 40m | 40m |
| Drive | Terran Standard | Ashanath tachyon drive | Add Progenitor Tachyon drive |  |
| Power | Terran standard |  | Add 3 new Power Cores  | Add Progenitor Power Couplings |
| Hyper Speed | Terran standard |  |  |  |
| Shields / Armour | Terran standard | Ashanath with Dana improvements* 3x Alyssium: 60% reflect, 40% absorb of lasers; then
* 4x Crystal Alyssium
 | 6x Crystal Alyssium* Upgraded by Athena/Alyssa to 10x
 | New TurretProgenitor capacitorsBrimorian shields |
| Guns | Terran standard lasers* Base damage 1
 | * Maliri with
	+ Kintark heatsinks
	+ Crystal Alyssium barrel
* 3x Terran standard damage
 |  | * 2 Photon Lasers with
	+ Kintark heatsinks
	+ Crystal Alyssium barrel
* Psrt 2, change all Bean fr
* 6x Terran standard damage
* 12x damage of Terran equivalent
* 2x damage of original Invictus
 |
| Other |  | Grav-tube elevator | * Optimised flight controls
 |  |
|  |  |  |  |  |
| **6. Valkyrie** |  |  |  |  |
| Height |  |  |  | * 30-40 metres with
	+ 15 metre legs
 |
| Speed |  |  |  | Being upgraded to same speed as Raptor |
| Weapons |  |  |  | * 4x Photon Lasers with
	+ Kintark heatsinks
	+ Crystal Alyssium barrel
* 24x damage of Terran equivalent
* 4x damage of Invictus 1
* Punisher Gatling
	+ 10m long
* Crystal Alyssium sword or energy blades
* Change hand held gun & add cannon
* Pulse cannons from Pauldrons
 |
| Power Core |  |  |  | * Min-Progenitor
* Add Progenitor Power Couplings
 |
| Cockpit |  |  |  | * Chair
* Add anti-grav field
 |
| Shielding / Armour |  |  |  | * 5x Crystal Alyssium
* To be upgraded to 8x CA
 |
| Weight |  |  |  | 10 tons |
|  |  |  |  |  |
| **7. Activities** |  |  |  |  |
|  |  | Robots for repairs | Dana makes new elementsremove armour platingInvictus sawed in half in front of hangar/bedroomsCut front of ship in half width-wise Build new 2 new Trankaran engines and retro-thrusters---Construct 3 new power cores and Progenitor tachyon driveand new core and drive for raptorbuild new superstructure out of maliri crystal - 250mbuild new singularity driver barrelsinstall maliri power couplings and relaysremove armour plating around raptor---install new power corescreate crystal Alyssium shell around core roominstall tachyon drive (to raptor as well)install singularity driversbuild singularity generator roomconvert mass driver munitions room to carry singularity roundsbuild combat bridgebuild special project roombuild massive new primary hangerbuild forward grav-tubeconstruct new munitions rooms (for cannons) build 6 new heavy cannons, 16 gauss cannons, 16 pulse cannonsmove some pulse cannons to new hardpoints to make room for gauss cannonsinstall new weaponsinstall engines and retro thrustersreplate ship in quad-shaped armour---Sakura security upgradesDana updated cameras, motion scannersCalara holo-functionality | Officers’ MessThe ObservatoryJade’s ?Sonic CannonsUse for Primary Hanger |
|  |  |  |  |  |
|  |  |  |  |  |
| **7. Personal Weapons** |  |  |  |  |
| Rifles | McCarran XR75* Dana upgraded to Railgun, tripling muzzle velocity
 | Punisher railgun* Improved power supply
* Reduced heat build up
* 10mm caseless rounds

Punisher upgrade 2* Kintark heatsinks
* Plasma

Modified weapons rack* Cleans and strips rifles

Punisher upgrade 3* Smart-linked to Armour
 | Punisher Upgrade 4* Double shaped Mailiri-Etherite crystal
* 20mm crystal tipped rounds
* Integrated 25mm grenade launcher
* Low power mode
* DNA reader

Heavy Pistol railgun equivalent* Similar to Punisher railgun rifle

Punisher Upgrade 6* Upgraded target focussing

Justice Laser* 50% longer than Punisher;
* 50% weight of Punisher
* Maliri focusing crystal
* Ashanath power core
* Kintark heatsinks
* 3 levels of power
 | Punisher GatlingUpgrade from requisitioned Kintark |
| Battle Armour | Steinbeck Phalanx AlphaDana upgraded to include automatic fitting, reduced weight by 22% by use of synthetic polymer | Paragon Armour 1* Kirrix-based polymer frame
* Addition of miniaturised power core
* Black Invictium with 35% deflection against energy weapons
* Suits linked
* Magnetic field to allow space walk on hull

Paragon Armour 2* Upgrade on ship
* 3x Invictium

Paragon Armour 3* Upgrade on ship
* Suits all linked
* Targeting reticle
* Thermal imaging, mag-view for helmet GUI
 | Paragon Armour 4* Personalised holo-emitters
* Thermal imaging
* Figure hugging
* Crystal Alyssium
* 2x tough as PA3 suits
* Miniaturised Trankaran thrusters
* Grav-sled option
* 2x Crystal Alyssium shaped

Male PA 4* Same as female
* Golden pauldrons on shoulder
* Lion on breastplate
* 3x Crystal Alyssium shaped
 | Targeted HUD upgrade with creature weaknesses loggedUpgrade to Thrall equivalent armour |
| Grenades  |  | Dana enhanced grenades* Using Kirrix alloy
* 2x lethality of std Terran grenade
 |  |  |
| Swords |  | John’s 4x Invictium sword | Sakura’s 4x Ninjato John’s 6x Crystal Alyssium sword |  |
|  |  |  |  |  |