**Three Square Meals - Invictus Refitting Schedule**

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| **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 upgrade  4x old Terran reach  30% 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 version  5x 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 |  | | | |  |  |  |
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| **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 Alyssium  Progenitor capacitors |
| Shields | Terran Standard | | | | Maliri with Dana upgrade   * 80% increase in shield strength |  | Brimorian (in the future) |
| Protection |  | | | |  |  |  |
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| **4. Ship Layout** |  | | | |  |  |  |
| Length | 500 metres | | | | 500 metres | 750 metres | 750 metres |
| Deck One | Command Deck  Commander’s Ready Room  Briefing Room | | | | Command Deck  Commander’s Ready Room  Briefing Room | Command Deck  Commander’s Ready Room  Briefing Room | Observatory |
| Deck Two | Officer's Quarters,  Commander's Quarters  Turret wells  Mass Driver rails | | | | Officers’ Mess till Sakura blew it up  Officer's Quarters,  Commander's Quarters  Turret wells  Mass Driver rails | Officers Mess - Still being built  Officer's Quarters,  Commander's Quarters  Turret wells for Cannons  Singularity driver rails |  |
| Deck Three | Officers’ Mess  Life Support  Dojo & Simulation | | | | Life Support  Faye’s server  Dojo & Simulation | Faye’s server  Life Support  Dojo & Simulation | Officers’ Mess upgrade completed under Rachel’s care |
| Deck Four | Marine Quarters  Galley | | | | Marine Quarters  Galley | Combat Bridge  Galley |  |
| Deck Five | Engineering Deck  Power Core  Ammunition | | | | Engineering Deck  Power Core  Ammunition  Captain’s Bedroom (new bed)  Officers’ Bedrooms | Engineering Deck  Power Core Chambers  Ammunition Magazines  Expanded 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 Workshop  Airlocks | Cargo Bay (6-9)  Primary Hangar (6-9)  Secondary Hangar (9)  Firing Range (7)  Gym (7)  Medical Bay (7)  Engineering Workshop  Airlocks |  |
| Special Features | New bedroom courtesy of Admiral Charles Haley  Other ? | | | | New bedroom courtesy of Edreale  DNA activated panic buttons | New bedroom  New Grav-Tube  Combat Bridge  Inertial negation Device  Faye 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 Turret  Progenitor capacitors  Brimorian 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 |  |
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| **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 |
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| **7. Activities** |  | | | |  |  |  |
|  |  | | | | Robots for repairs | Dana makes new elements  remove armour plating  Invictus sawed in half in front of hangar/bedrooms  Cut front of ship in half width-wise  Build new 2 new Trankaran engines and retro-thrusters  ---  Construct 3 new power cores and Progenitor tachyon drive  and new core and drive for raptor  build new superstructure out of maliri crystal - 250m  build new singularity driver barrels  install maliri power couplings and relays  remove armour plating around raptor  ---  install new power cores  create crystal Alyssium shell around core room  install tachyon drive (to raptor as well)  install singularity drivers  build singularity generator room  convert mass driver munitions room to carry singularity rounds  build combat bridge  build special project room  build massive new primary hanger  build forward grav-tube  construct new munitions rooms (for cannons)  build 6 new heavy cannons, 16 gauss cannons, 16 pulse cannons  move some pulse cannons to new hardpoints to make room for gauss cannons  install new weapons  install engines and retro thrusters  replate ship in quad-shaped armour  ---  Sakura security upgrades  Dana updated cameras, motion scanners  Calara holo-functionality | Officers’ Mess  The Observatory  Jade’s ?  Sonic Cannons  Use for Primary Hanger |
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| **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 Gatling  Upgrade from requisitioned Kintark |
| Battle Armour | Steinbeck Phalanx Alpha  Dana 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 logged  Upgrade 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 |  |
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