FUTURE ARMADA

DELUXE STARSHIP DESIGNS

DEMO

INVICTUS

CARRIER

OGL SCI-FI

Overview

The purpose of this document is to provide a preview of *Future Armada: Invictus*– making it clear what exactly is included in the product. The images on the following pages are low-resolution thumbnail screen captures meant to provide a general idea of what is inside each book.

Specifically, this is what you're looking at:

- **Page 3**: Main Book. The main book provides OGL (Open Game License) statistics for the ship and crew. Brief descriptions are given for each area of the ship, and small overview maps are provided to help put the pieces together. Statistics are also provided for the fighter craft and boarding shuttles carried on board.

- **Page 4**: Subsector Maps. Because of the size of the ship, "subsector" maps are provided in an extra book. These maps show a portion of the ship (for example, 1/6th of a habitation ring) along with a map key for the area and information on what map pages are used to build that area.

- **Page 5**: Color Maps. The map book provides tactical maps (1 inch = 5 ft.) for the interior areas of the ship. The screen shot shows a sampling of the pages. There are more than 50 such pages in this book and most are reused several times to create the habitable areas of Invictus.

- **Page 6**: Printer Friendly Maps. A black-and-white version of the color map book is also provided.

- **Page 7**: Sample Map. This is a single page from the color map book, ready to be printed out and used with miniatures. The maps are designed to be laid end-to-end as needed. In the map books, the pages also have ID codes assigned to make organization easier. Invictus uses many pages from Argos III and adds several new pages. All needed map pages are included in the Invictus product: Argos III is *not* required.

- **Page 8**: Black & White Sample Map. The grayscale version of the map on page 8.

- **Page 9**: Bonus Art. Two of the rendered 3D exterior views are shown. The actual jpeg images are 800x600 pixels.
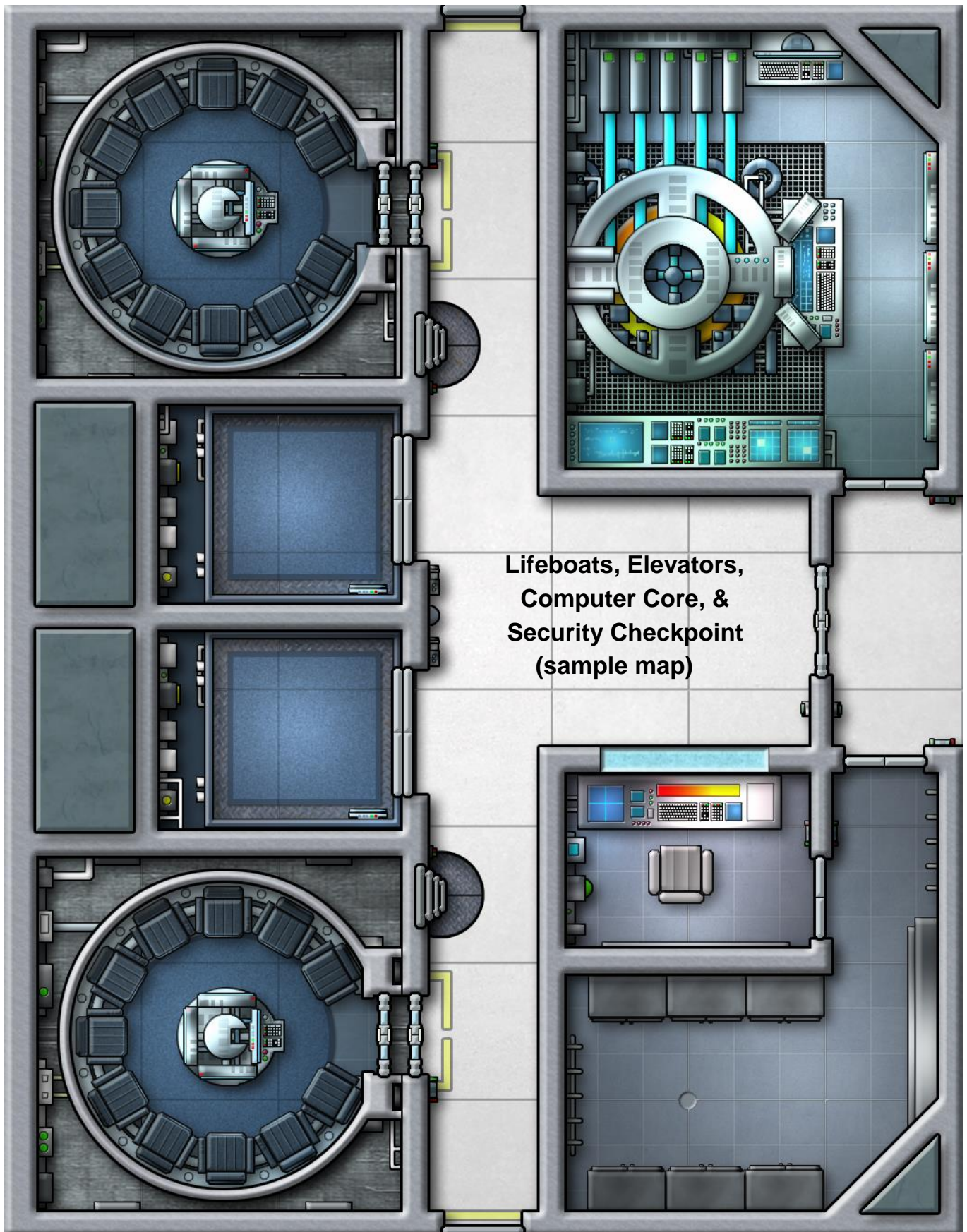
As noted on the sales page, this installment does NOT contain giant jpeg images of the composite maps suitable for an oversized printer. Download size limitations made the inclusion of these extremely large images infeasible for Invictus.
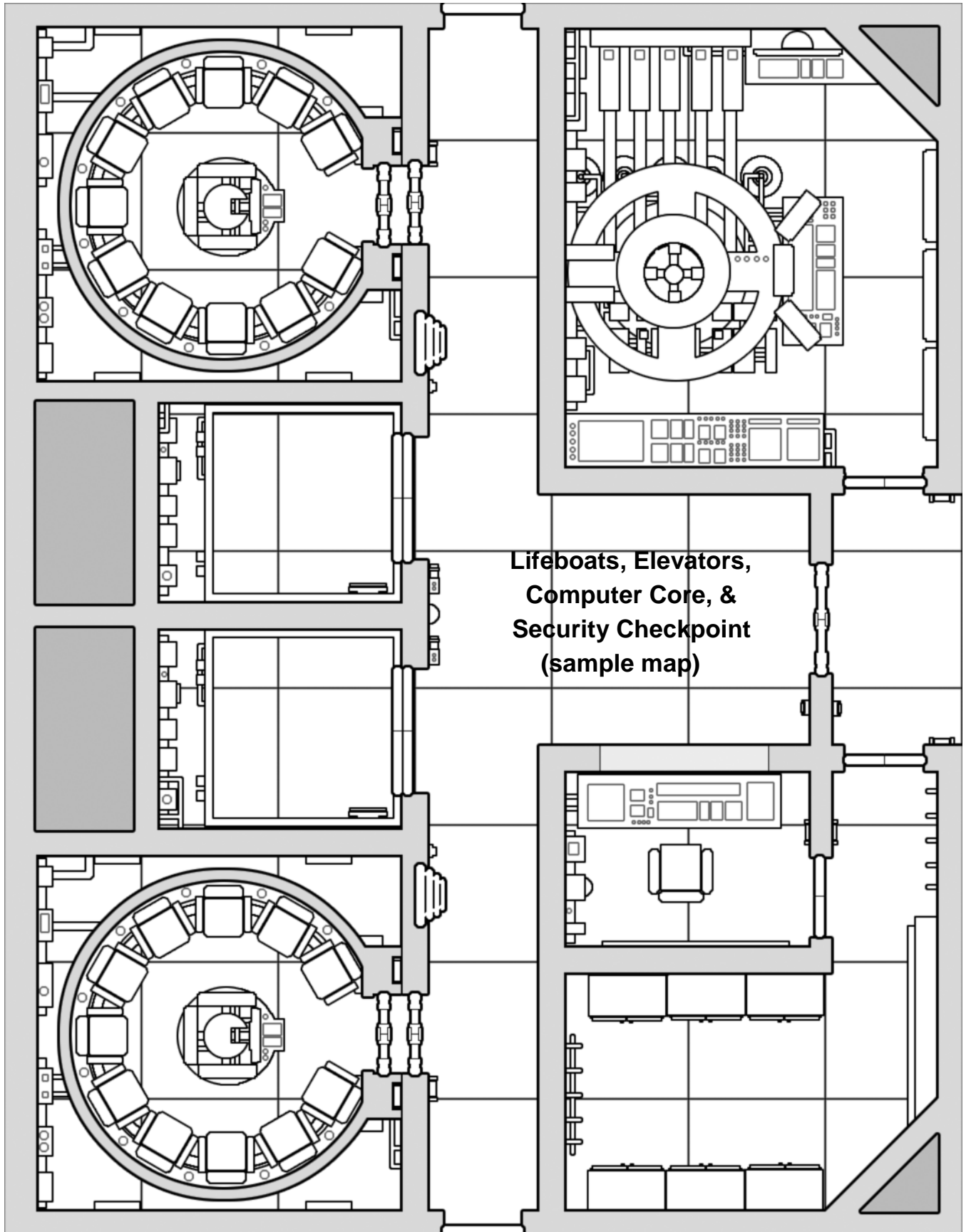
**Lifeboats, Elevators,
Computer Core, &
Security Checkpoint
(sample map)**
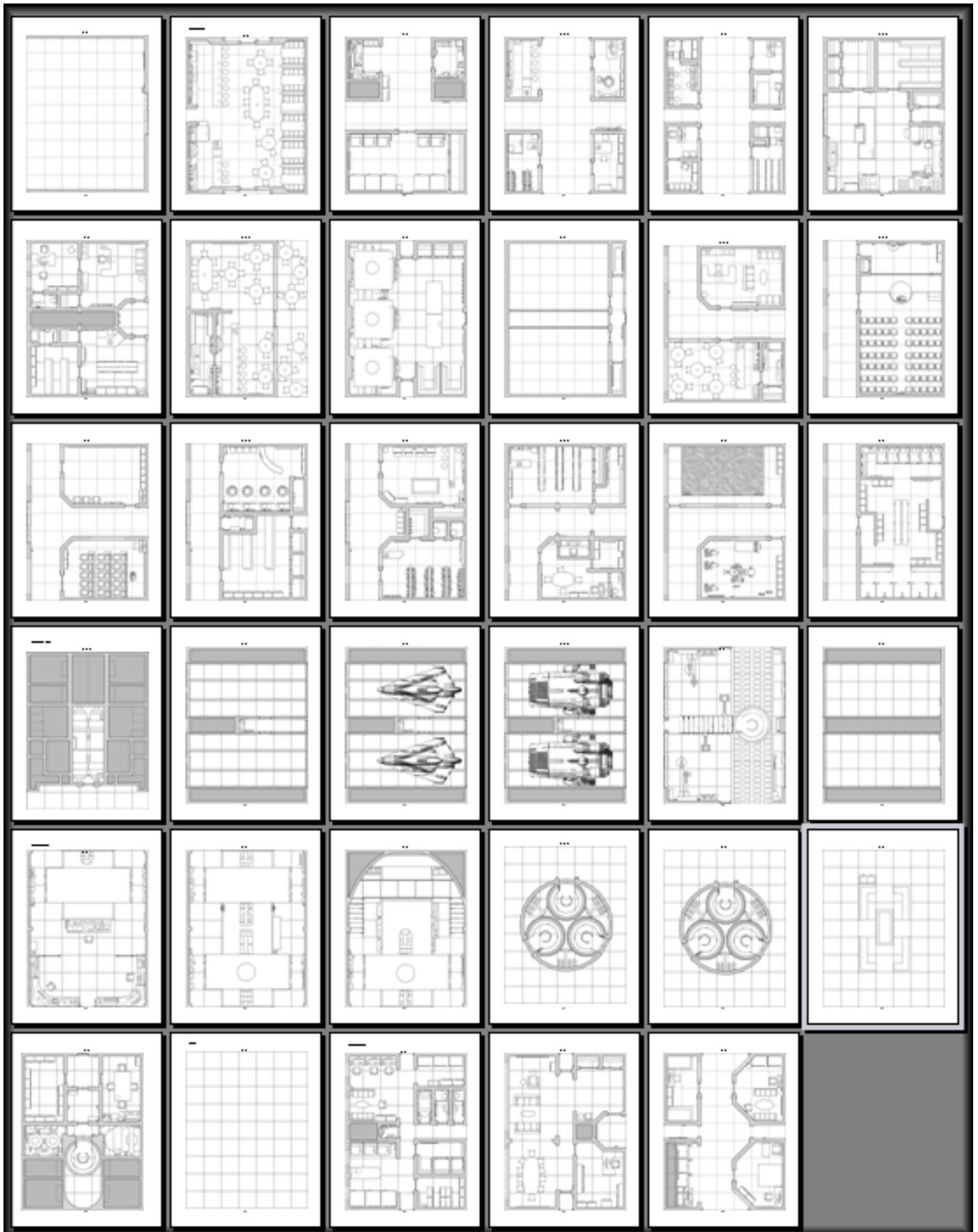
Lifeboats, Elevators,
Computer Core, &
Security Checkpoint
(sample map)

Bonus Art

INVICTUS
Carrier

Invictus is the flagship of the Confederation fleet and the first of its kind (so technically it is an "Invictus-class" vessel). At almost 2400 ft long, the ship carries 200 fighters, 40 boarding shuttles, and a 1500 crew, soldiers, and passengers. It is designed to rapidly deploy combat craft and serve as a long range missile platform – allowing it to command a battle well back from the lines while still contributing massive firepower to the fight.

Invictus expands and improves upon the technologies developed for the Argos III station. The Sendai Component System was employed for most of its habitable areas. The same Transportation Tube technology is used to move personnel efficiently about the ship and similar gravitic redirectors are employed to propel the carrier. As on Argos III, rotation is used to efficiently simulate gravity in the habitation rings, but in other areas grav plating is employed. The landing and launch mechanisms are unique to this class of carrier.

Invictus reuses many of the map tiles from Argos III and adds several more of its own - increaseing the possible customization of both products, and giving the ambitious GM even more to work with in creating his or her own unique facilities. The pages used from Argos III are reproduced here so that everything needed to map out Invitus is included in this supplement.

The .zip file contains the following:

- Overview
    - 33 page PDF file detailing the ship, interior locations, and sample personnel.
    - Open Game License stats provided for the ship and sample crew, as well as fighters and shuttles.
- Map Book
    - Full-color **60 page** PDF file.
    - Contains pages to construct interior maps of all habitable areas.
    - Includes miniature-scale maps for tactical combat.
    - Broken into pages for easy printing.
    - Pages add to the Argos III design pattern to allow for efficient reuse.
- Printer friendly, grayscale version of the map book.
- Subsector Map Book
    - Full-color 16 page PDF file.
    - Provides an overview of each section of the capitol ship.
    - Includes location key and page layout diagrams.
- "Bonus Art" directory with rendered images of the carrier, fighters, and shuttles.

Demo documents, and art are available free at **0-hr.com**

Please note that, unlike many issues of Future Armada, this installment does NOT contain giant composite images designed for an oversized printer. As with the other giant ships and stations, the extreme file size required for a ship of this size makes the inclusion of such bonus maps infeasible.

Invictus can serve as a base of operations from which to run a campaign, or a detailed location to drop into your ongoing story. As always, familiar OGL stats are provide but kept separate. When it comes to capitol ships, this one can't be beat!