**Three Square Meals - Invictus weapon loadout**

------ Shipyard-fitted ------

4 mass drivers (2 pair)

6 beam lasers (forward facing 45 degree arc)

24 Laser cannons (16 on top deck, 8 on underbelly)

48 gatling lasers (full coverage)

------ first weapon refit ------

4 mass drivers (2 pair)

2 Nova lances (inactive)

24 beam lasers (16 on top deck, 8 on underbelly)

48 pulse cannons (full coverage - 24 in any direction)

------ second weapon refit -------

2 singularity drivers

2 nova lances

24 beam lasers (16 on top deck, 8 on underbelly)

64 pulse cannons (full coverage - 32 in any direction)

16 gauss cannons (on underbelly) - 10m length, fast tracking turrets, hits harder (+barrel, +power)

6 heavy cannons (topdeck only) - double barrels, lighter so can turn and track faster. - 40m length

Mid section deck plan:

No deck one (command deck)

No deck two (because of turret wells, and singularity driver rails)

Combat bridge located on Deck four.

Mid-section has two decks, at the same level as Deck Five and Deck Three. (Deck three = ???, Deck five = Power Cores, Ammunition Magazines)

Primary Hangar = Decks six-nine.

**Second Refit itinerary**

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

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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

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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