FUTURE ARMADA INVICTUS

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Invictus

This document contains the Invictus miniature-scale maps. Because this ship is mapped out using a tile-set approach, and because it has a LOT of tiles, a system of map IDs was implemented. This is the same system (and many of the same tiles) used in the Argos III project. To lay out a given subsector, look at the subsector map and the 3x6 grid of block IDs at the top. These ID codes tell you which pages needs to be printed out for that subsector. The table of contents lists the codes for each page. The same general procedure is used for the areas as well. Below the ID system is explained in more detail – this is one of those "sounds more complicated than it is" situations.

Because of file size limitations, there is just one copy of each map page in this booklet. If an area calls for multiple copies, then the same page needs to be printed multiple times. This might take a bit of back-and-forth with the subsector map at first, but it the alternative was a HUGE map file that would be very difficult to download or work with.

The different pages that make up the ship maps are grouped into categories roughly based on what type of area is displayed. The table below shows the area types and associated code (used for page identification).

Area	ID Code
Administration	Ad
Cargo	Ca
Commercial	Co
Docking Area	Do
Engineering	En
Miscellaneous	Mi
Park	Pa
Residential	Re

The page ID's are formatted as **Aa.##** where "A" is a letter and # is a number (ifor example "Ad.12"). The two-letter code is taken from the area type of the page, as noted on the table above. The number is used to differentiate the pages of that type. These numbers are not necessarily sequential but are chosen so that similar pages have similar numbers. For example, on the subsector map pages ID numbers less than 10 are used for map areas in the center row of the sectors and numbers greater than 10 are used for map areas along the edges. In addition, numbers over 20 are used for the set of "Edge Hall" pieces (a subset of Commercial), which all match up with each other. Again, these designations are just used to group similar pages together. You don't need to learn the codes in order to use the maps.

Since a given page may be used in many different areas, the given code does not necessarily reflect what the buildings on the map are being used for. For example, in one area a map coded "Ad" for Administration may represent station security offices (which is administration) but in another area may represent a law firm (a commercial endeavor). The letter codes just represent the most common use of the given page and are mainly there to help keep things organized.

Note that these codes do not reflect where the page will be used (as it will likely be used in several places). The subsector maps in the main document uses these IDs to make it easier to lay out a given area. Looking at these ID maps, it is clear how often some of the pages are reused - especially in the residential areas. When placing a page, rotate it to match up with the subsector map image. If you look closely, you may notice that the rotation means the shading may not look quite right, but it wasn't worth doubling the number of map pages (and complexity) to address that detail.

The tactical maps in this document are designed for use with miniatures; the squares represent 5ft (or 2m) spaces and the areas are laid out so that the pages can be cut and then put down edge-to-edge as needed. Pages are 7x9 inches, with no overlap or shadows beyond this area. This is because these pages are reusable tiles – different areas will be adjacent depending on how they are places. The pages should be cut right up to the walls, though one may wish to leave the top part (with the tile ID) intact. This strip of white will rarely get in the way, since the adjacent tile can usually be placed to cover it up, and it might help keep things organized. As an alternative, a thumbnail of each page and its ID code is provided on a separate sheet of paper.

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Administration

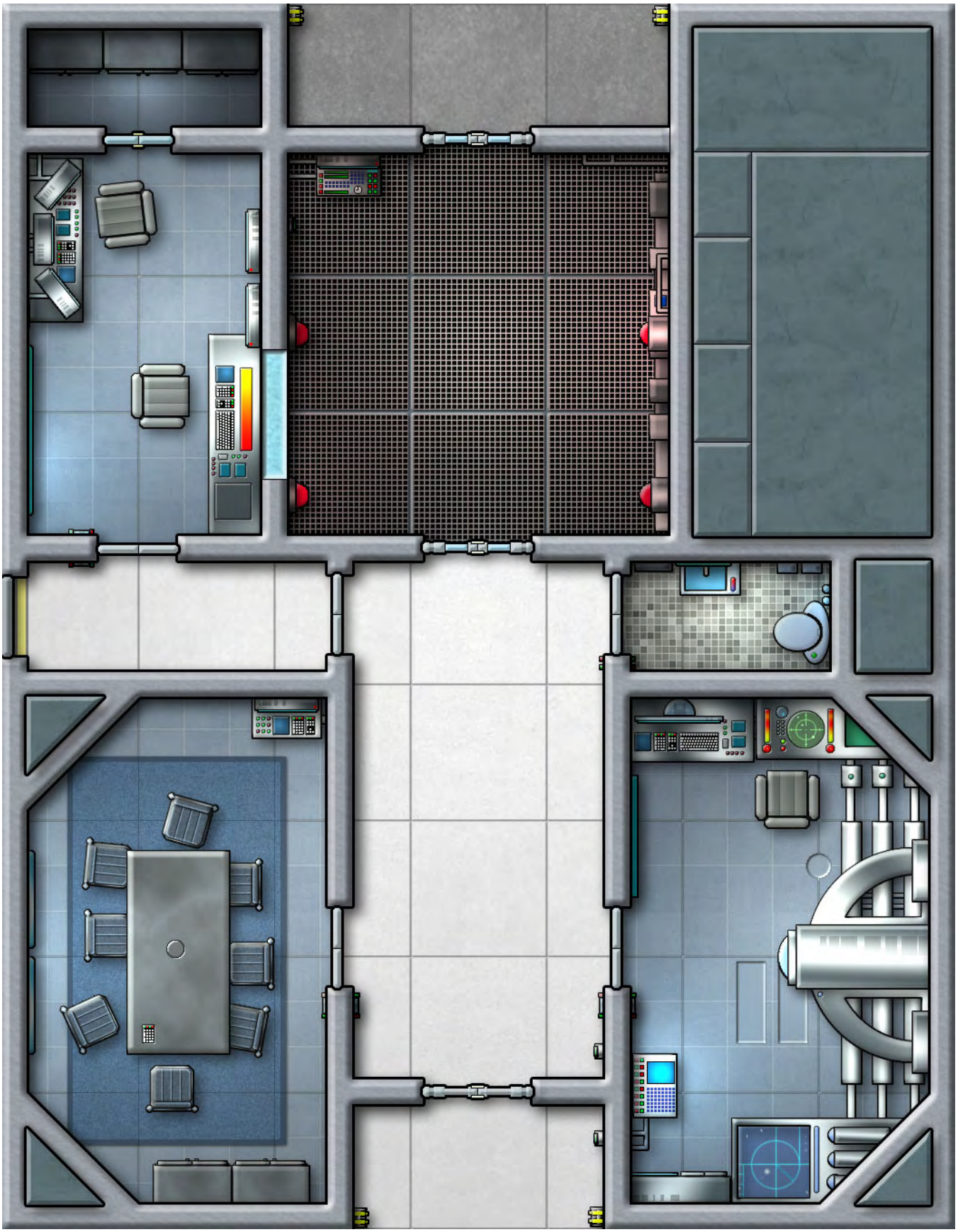
Ad.00



Ad.01



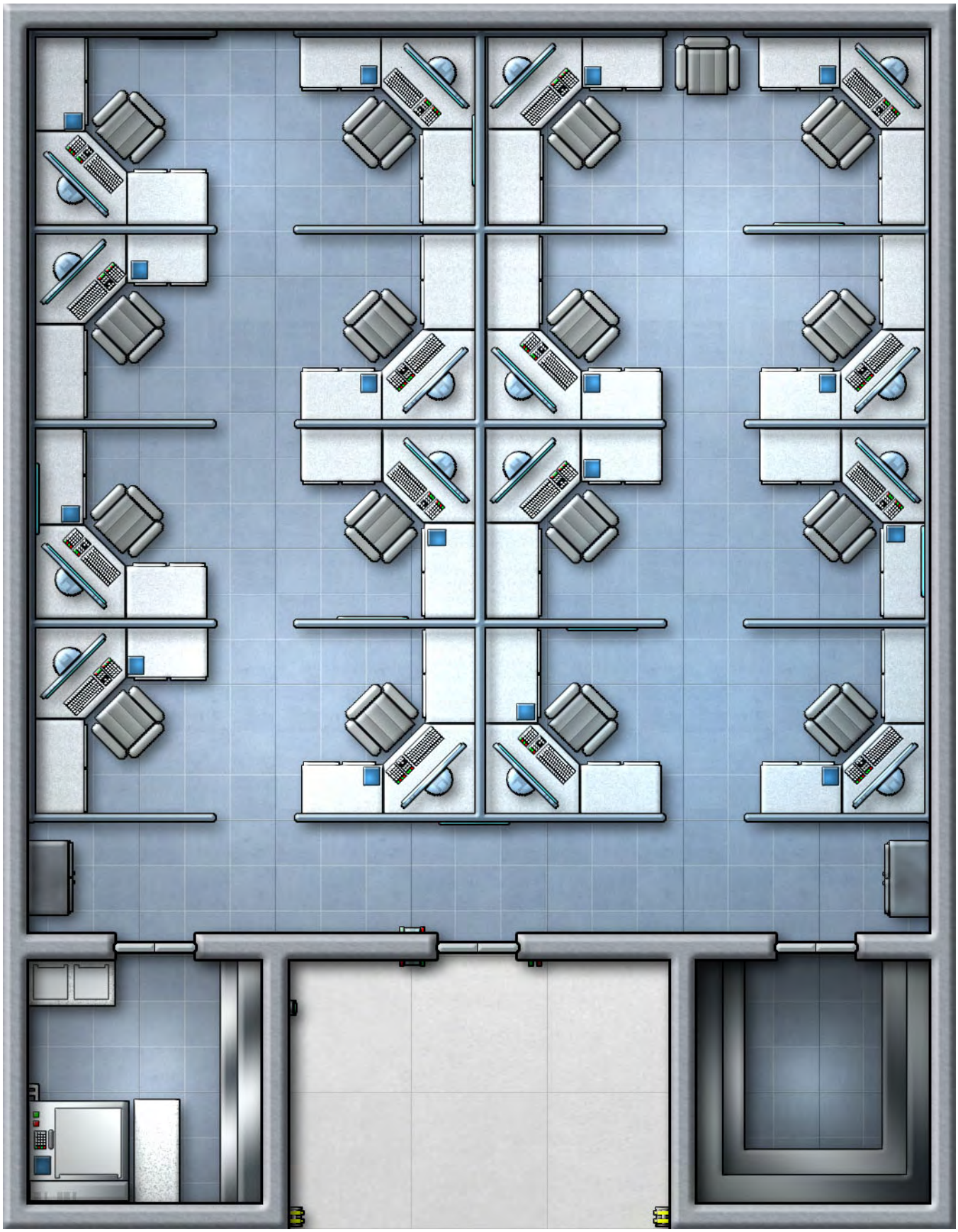
Ad.02



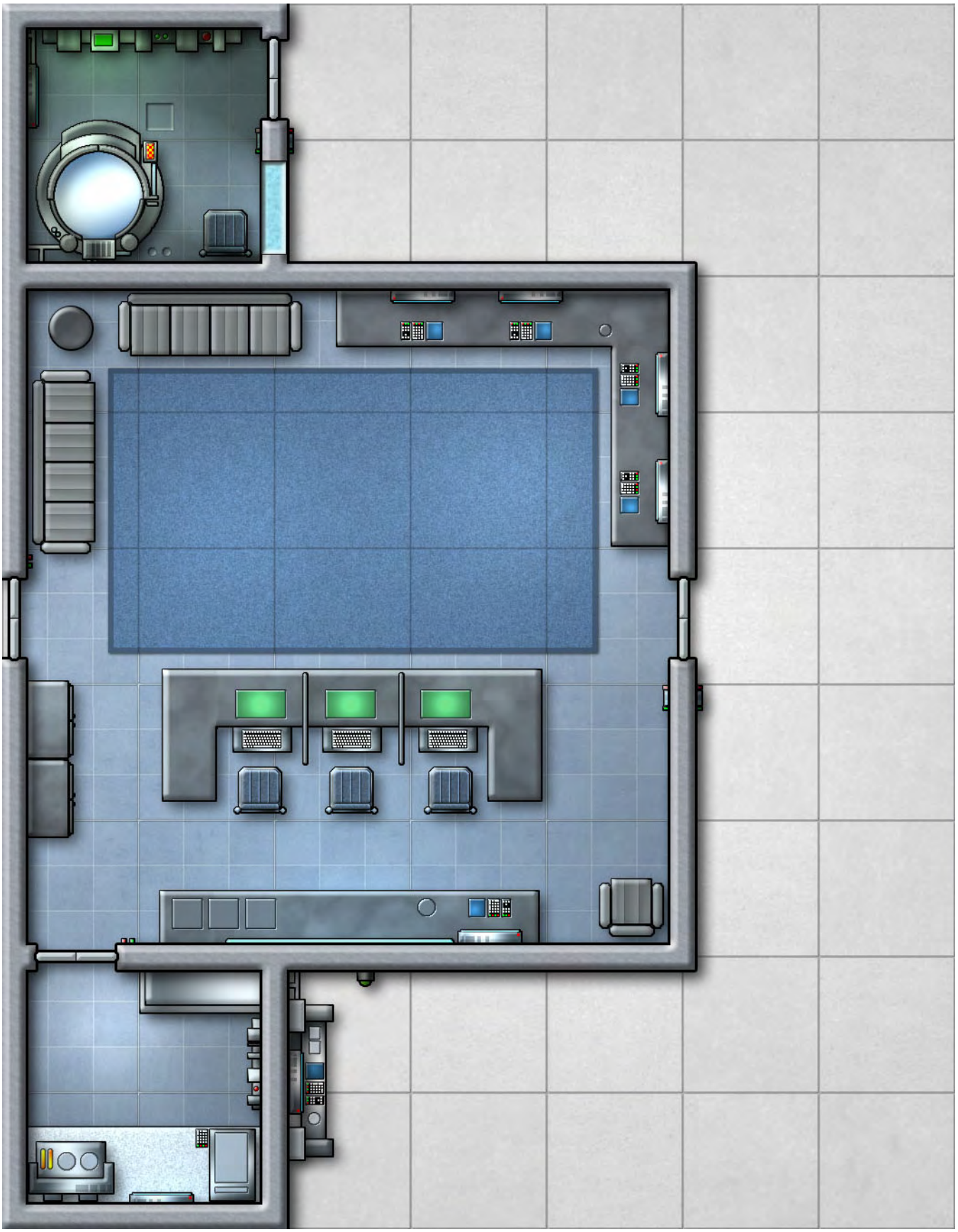
Ad.03



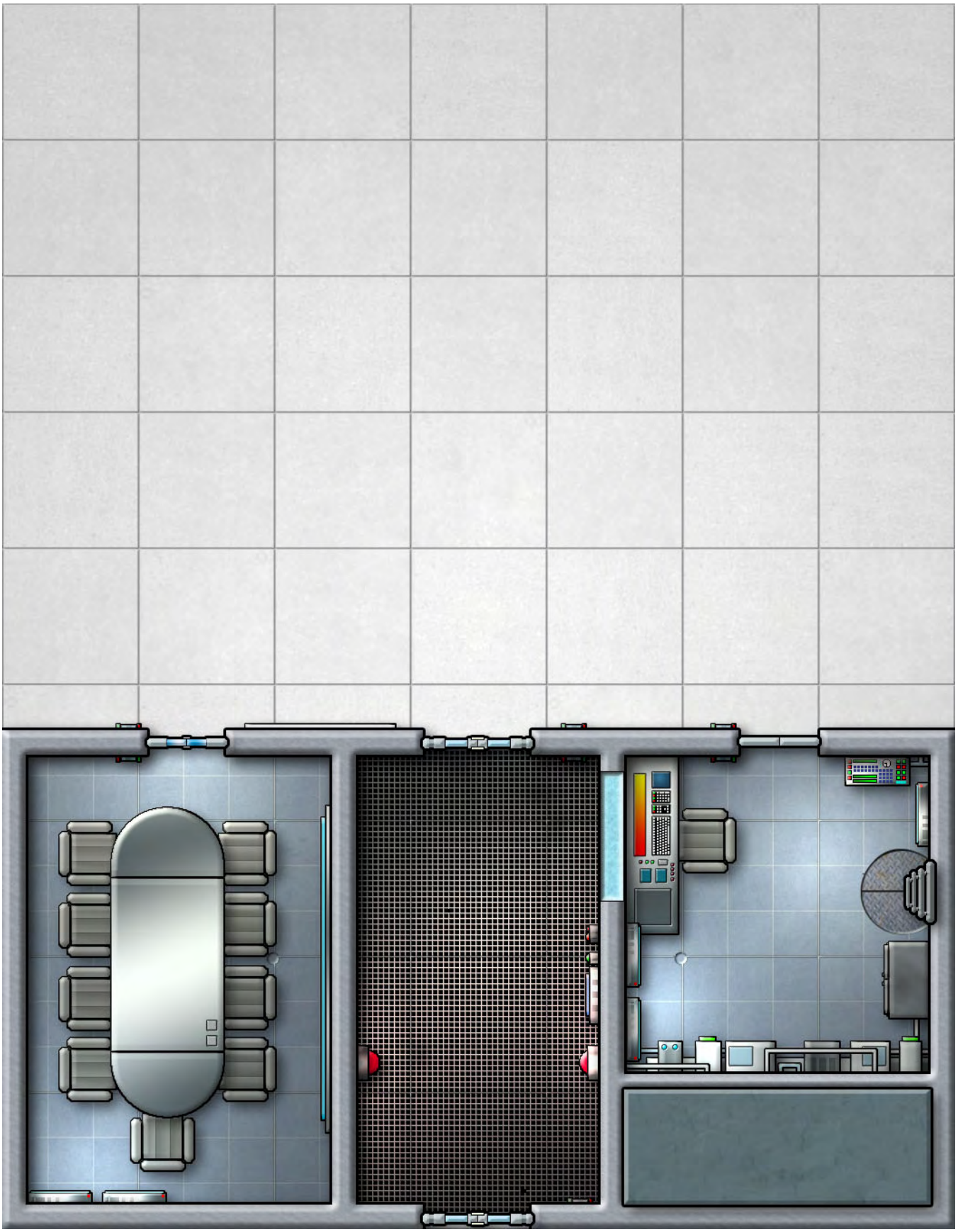
Ad.05



Ad.06



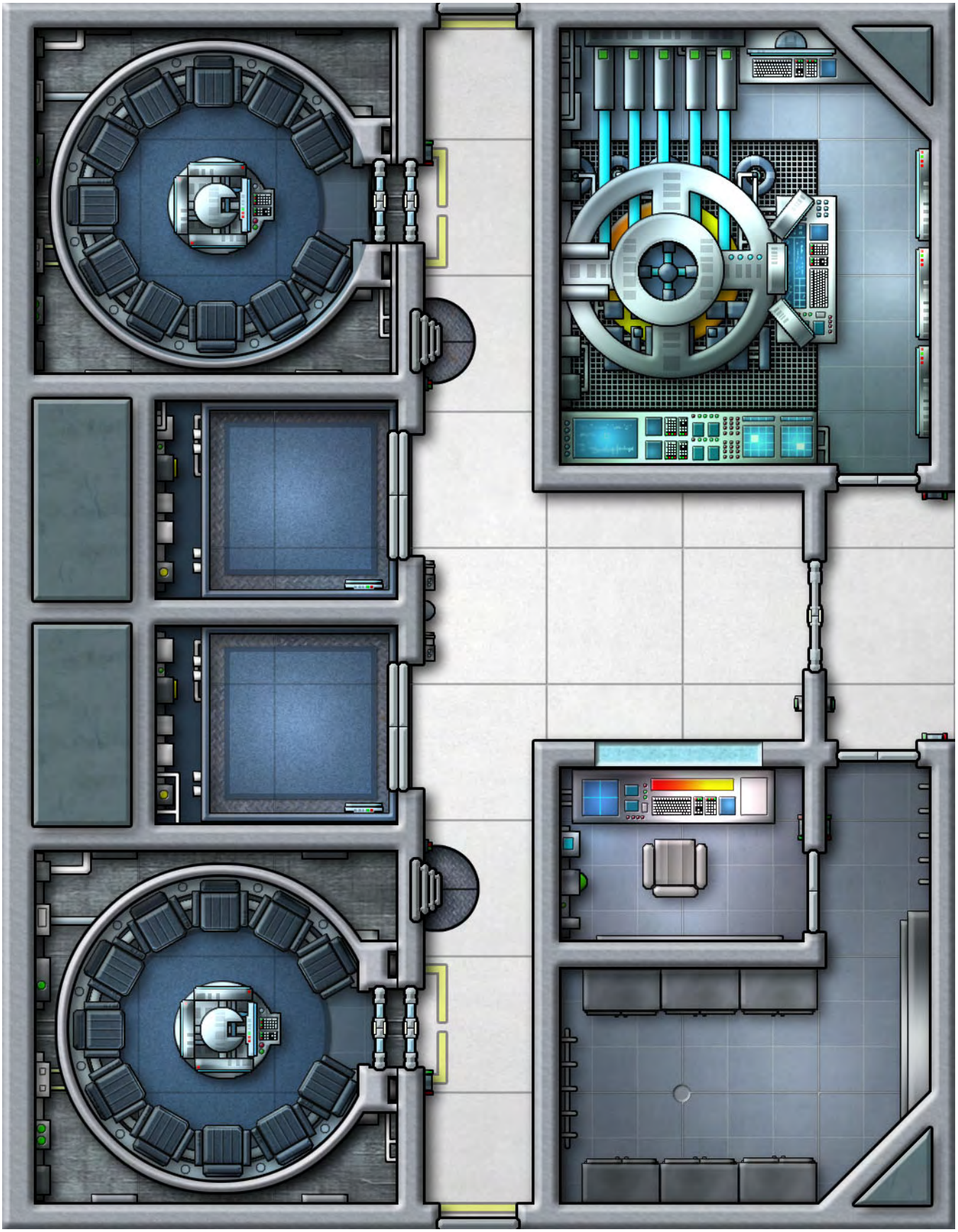
Ad.07



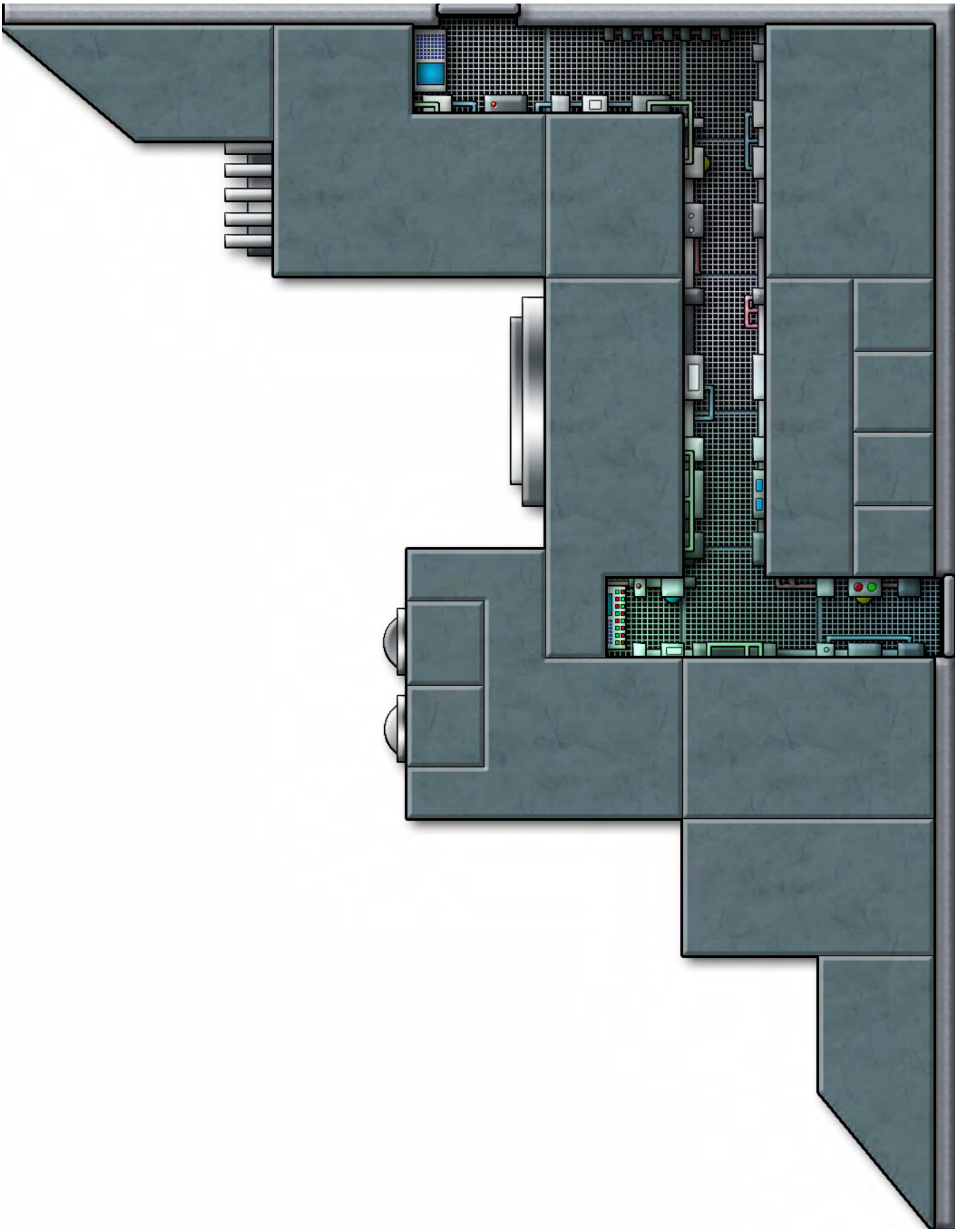
Ad.08



Ad.10



Ad.11



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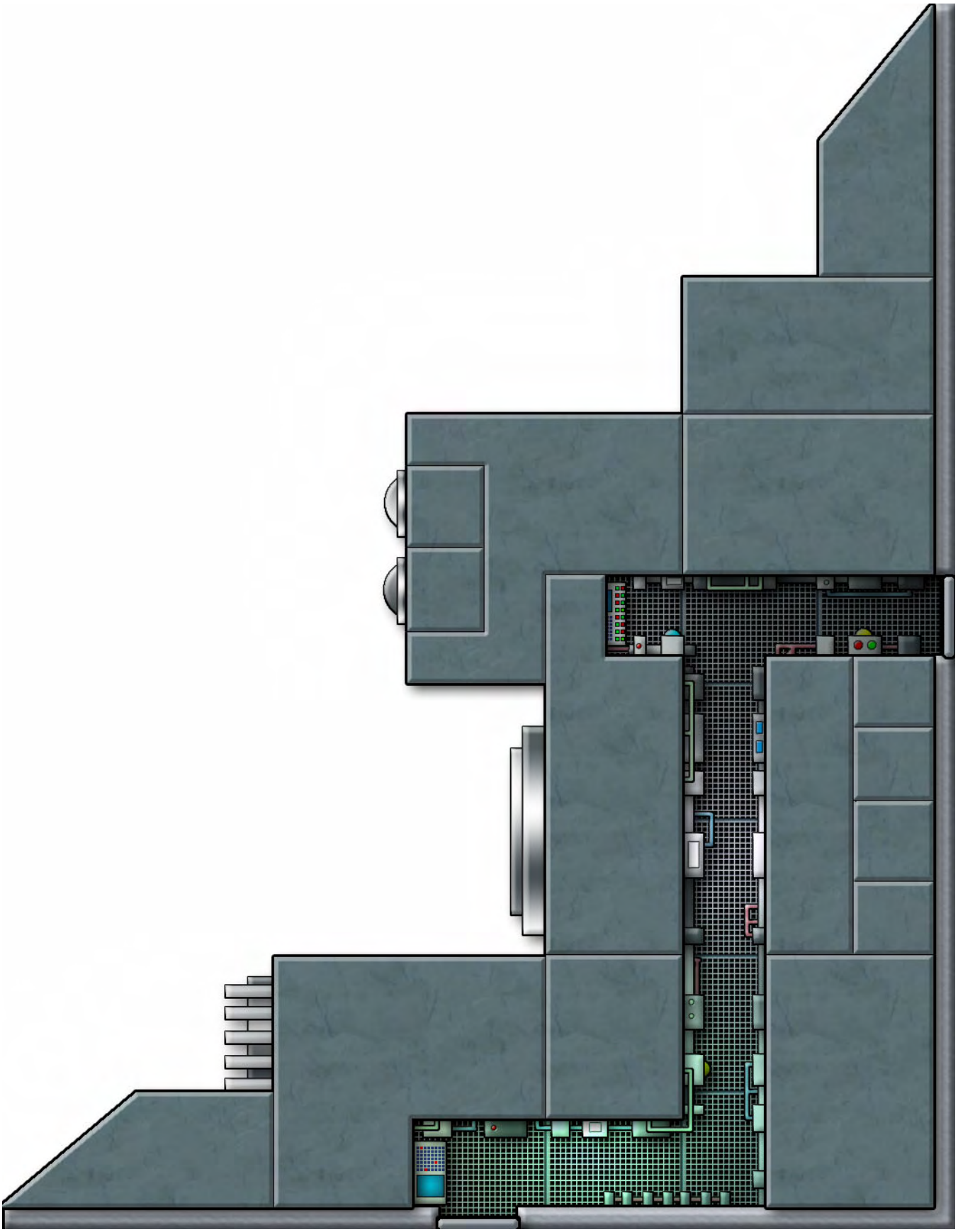
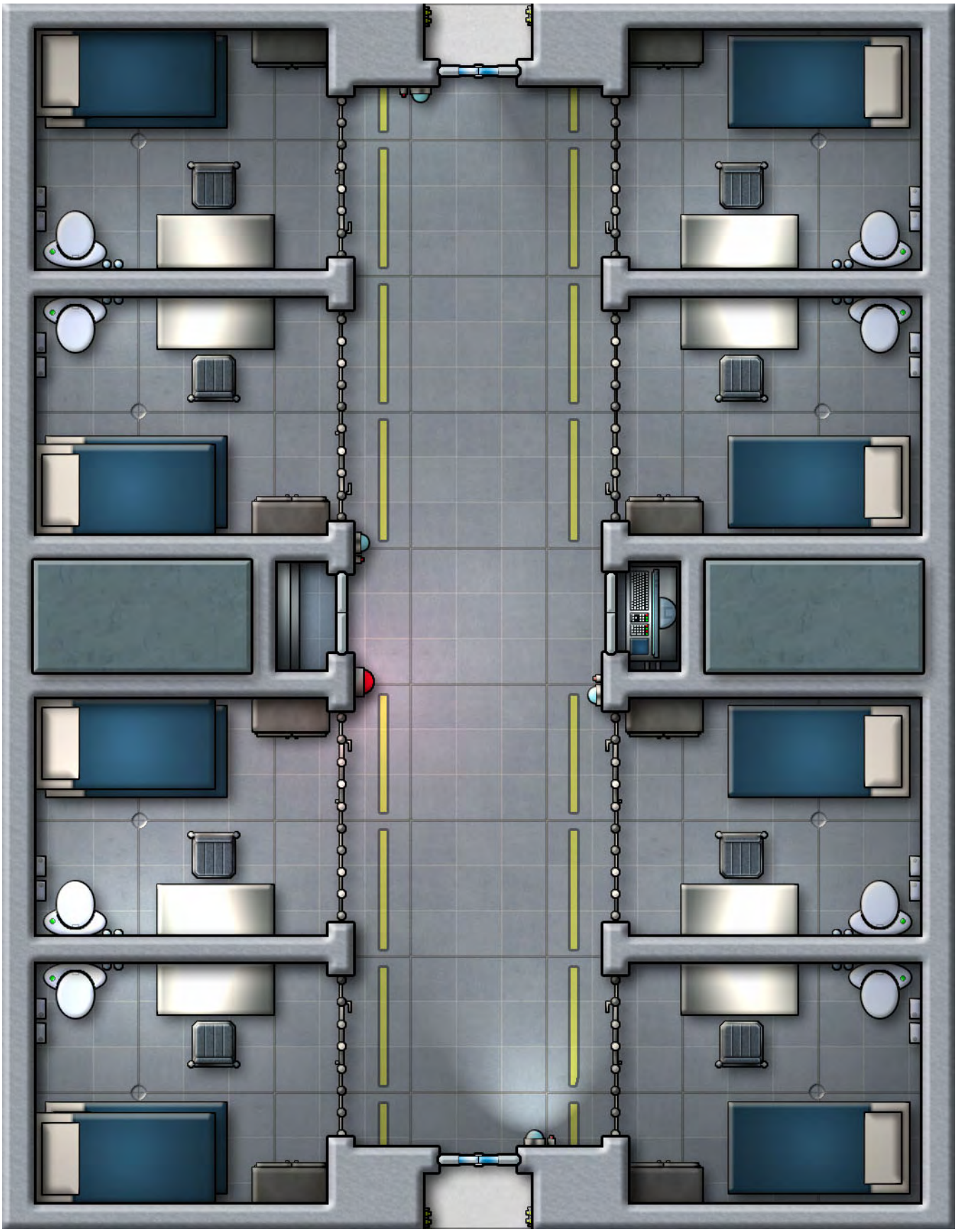


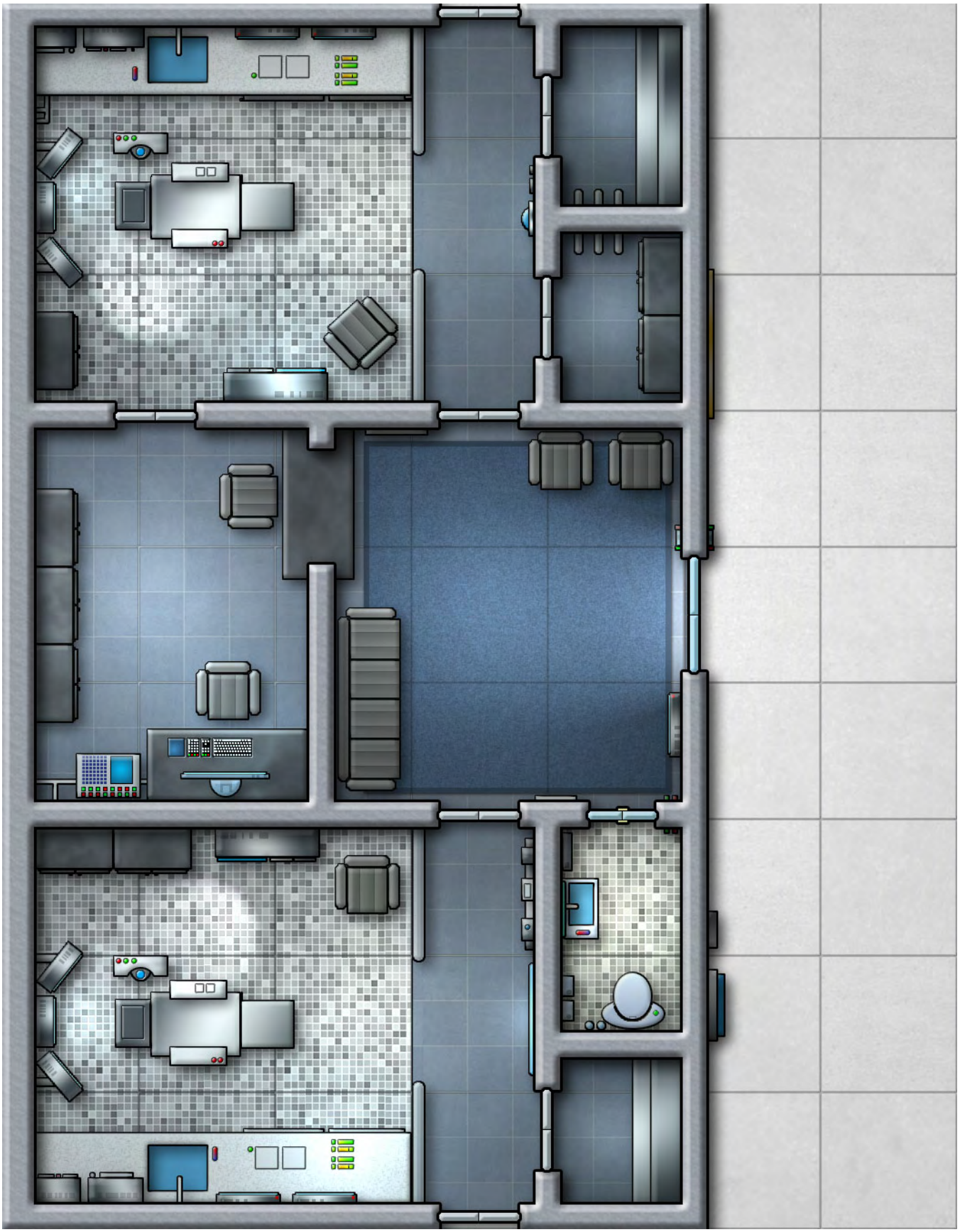
Ad.13



Ad.14



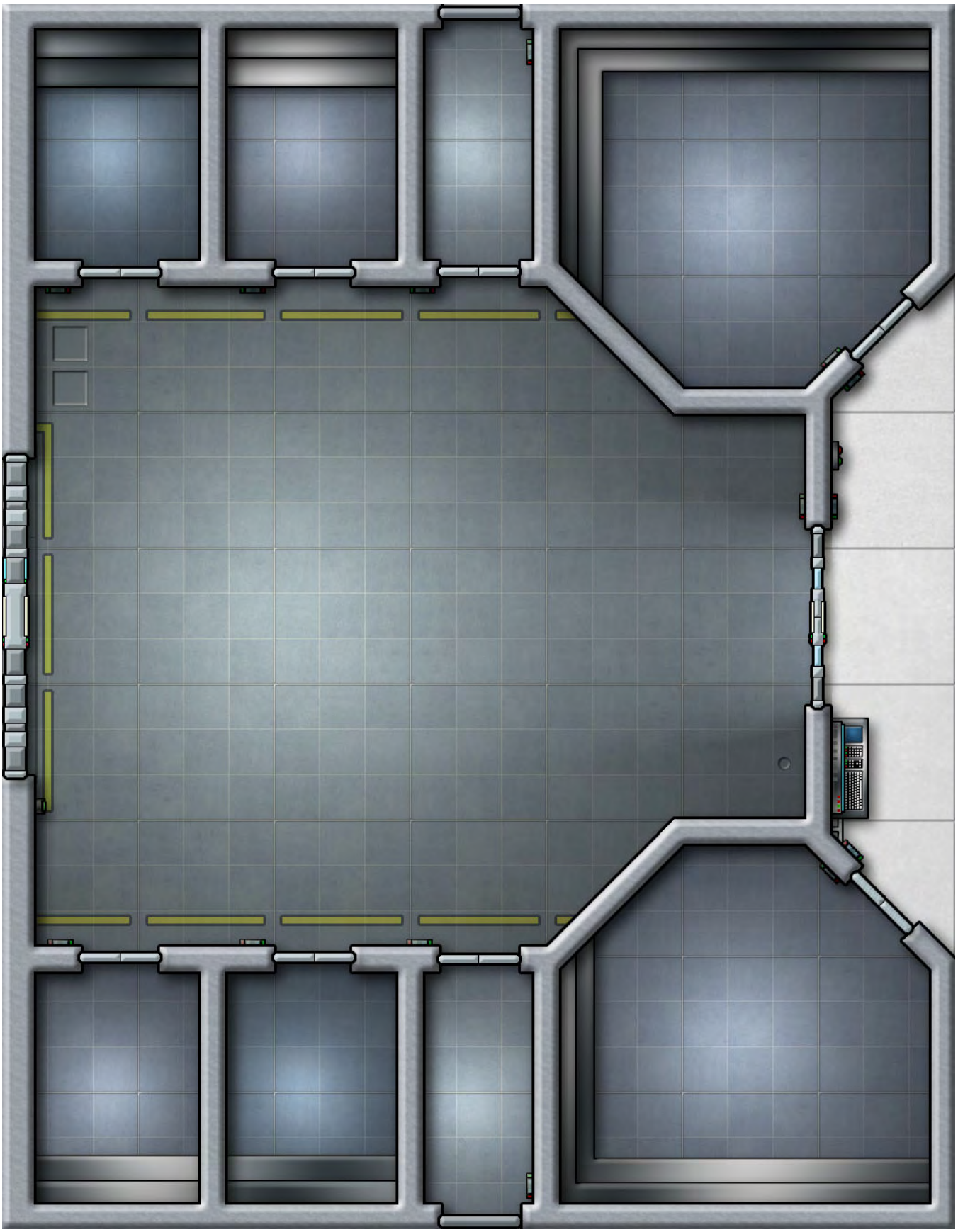
Ad.15



Ad.16

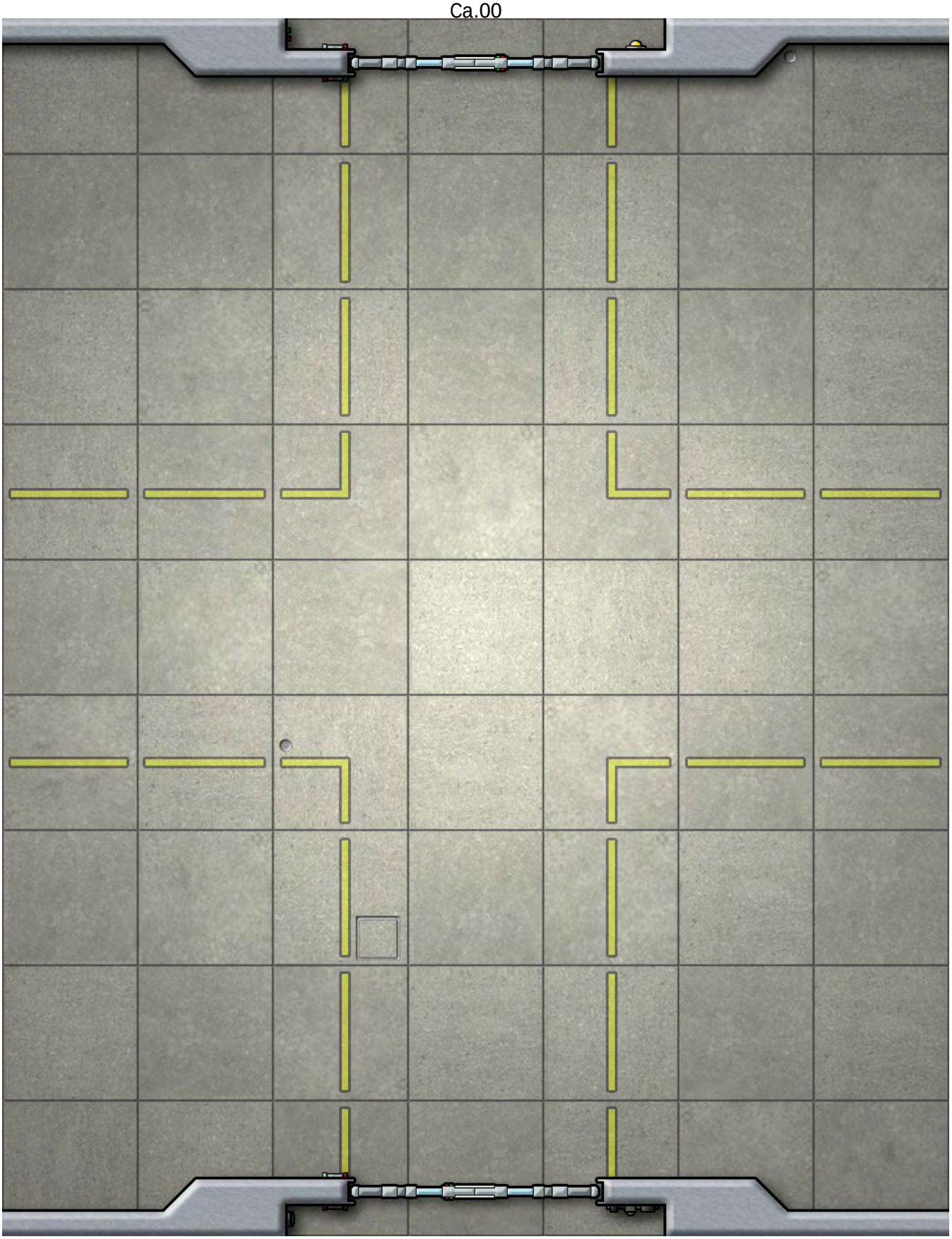


Ad.17



Cargo

Ca.00



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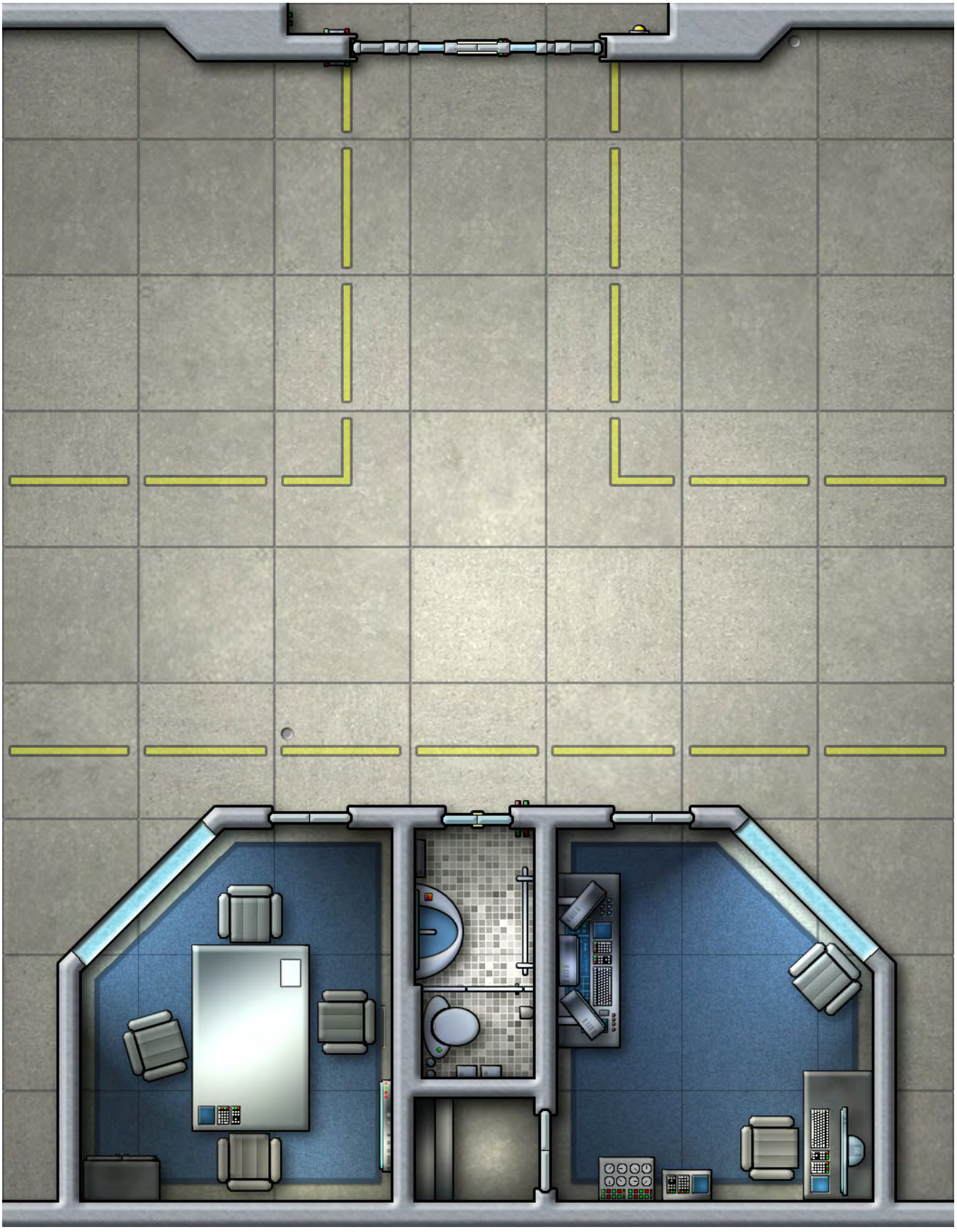
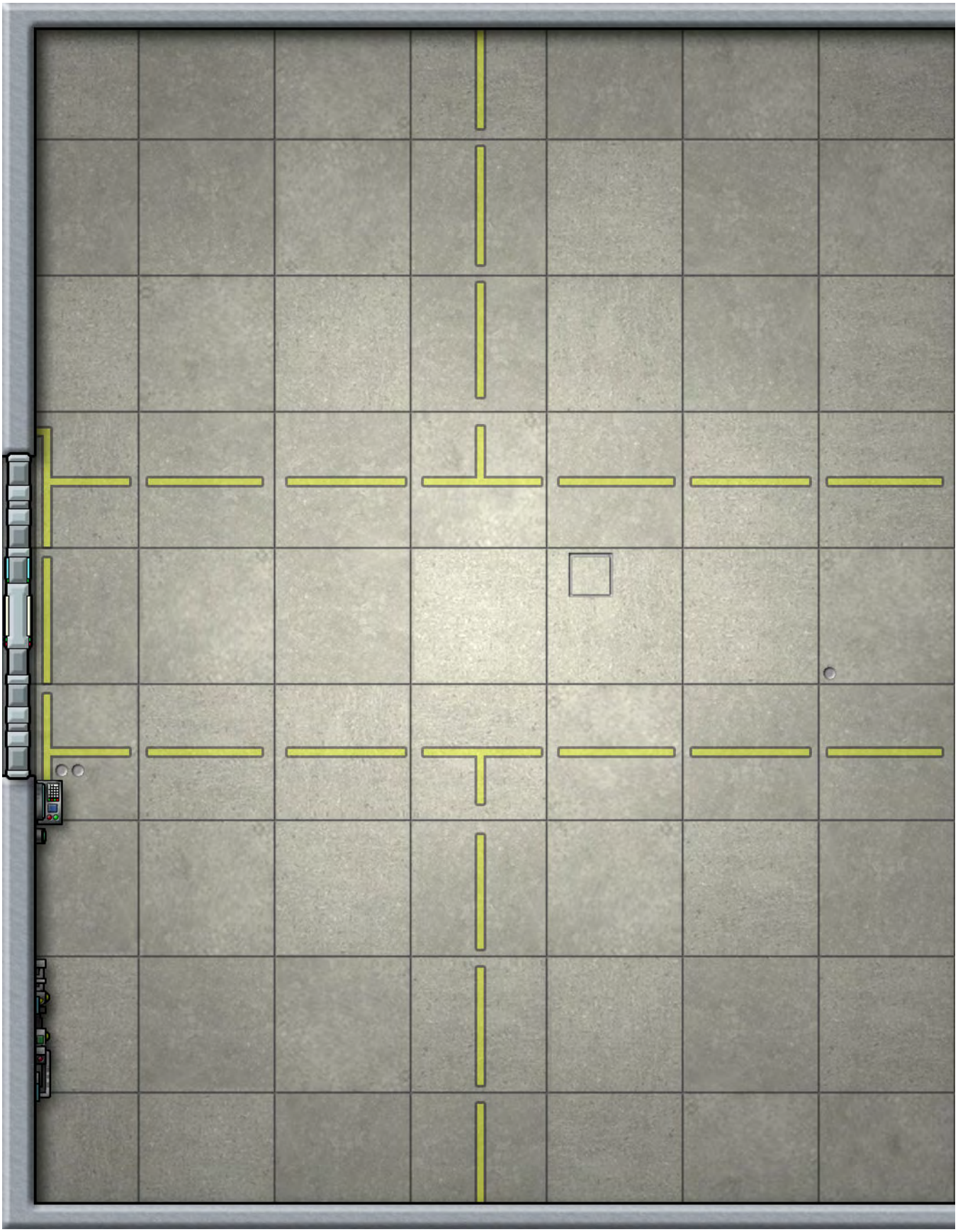


Ca.10



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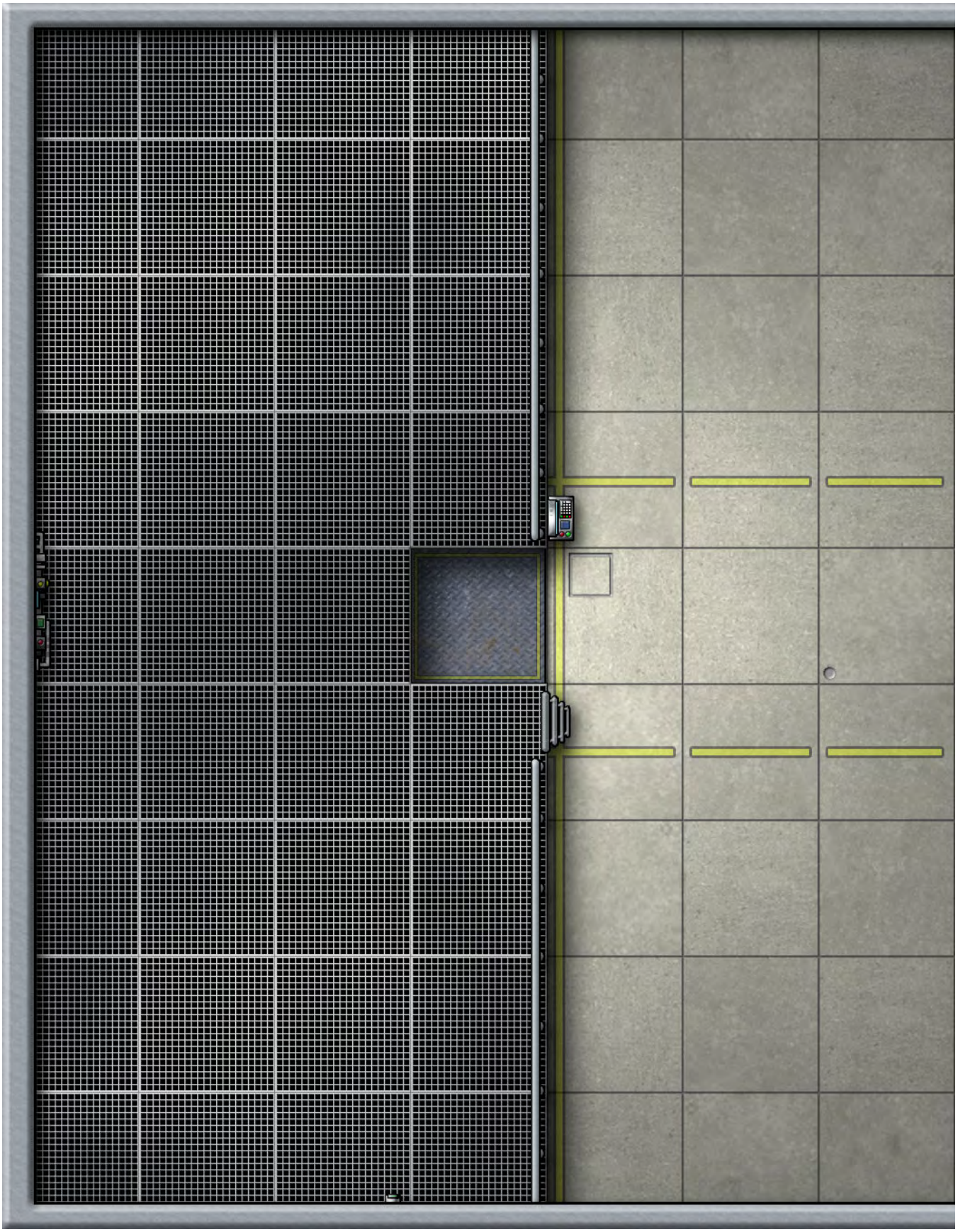

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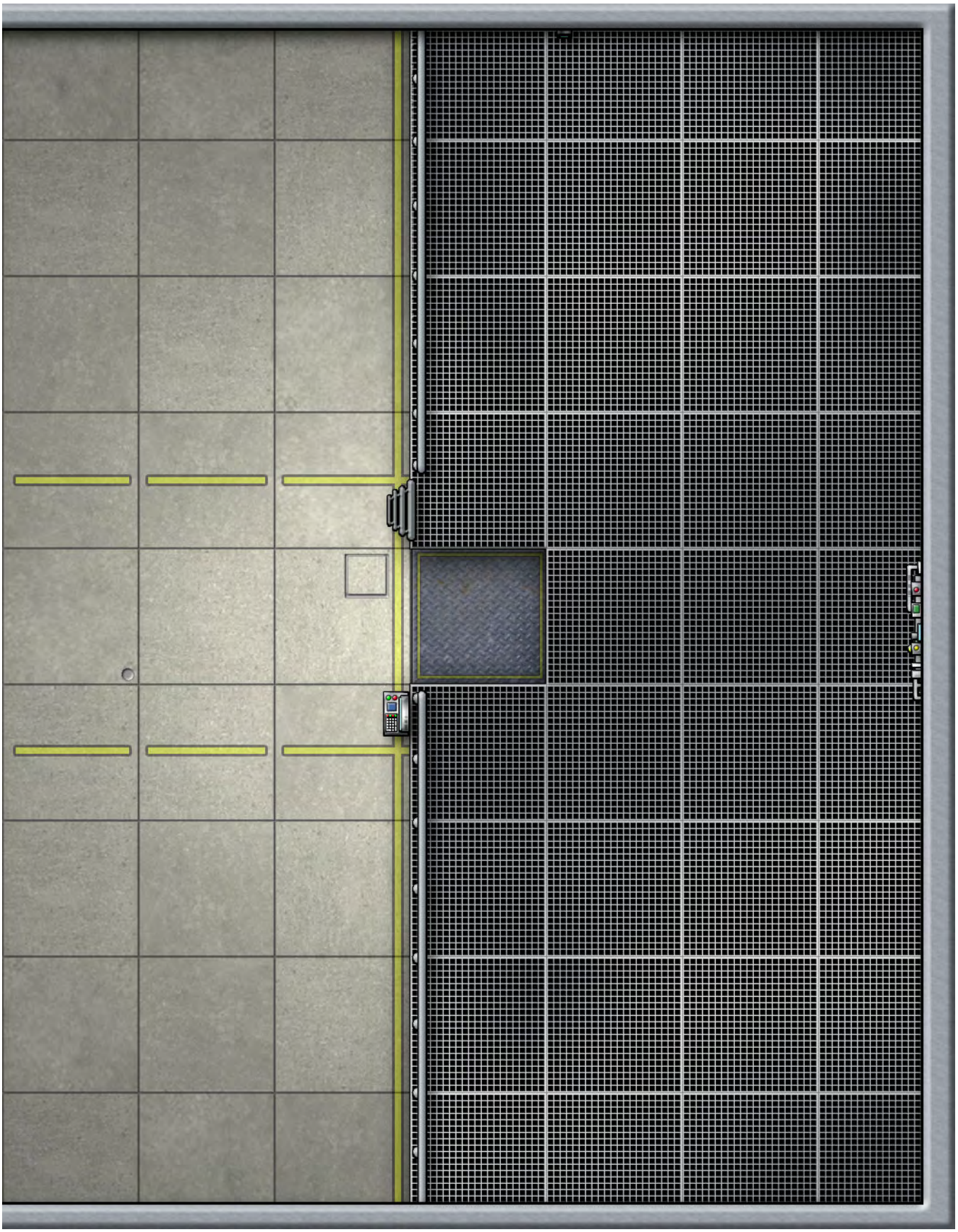
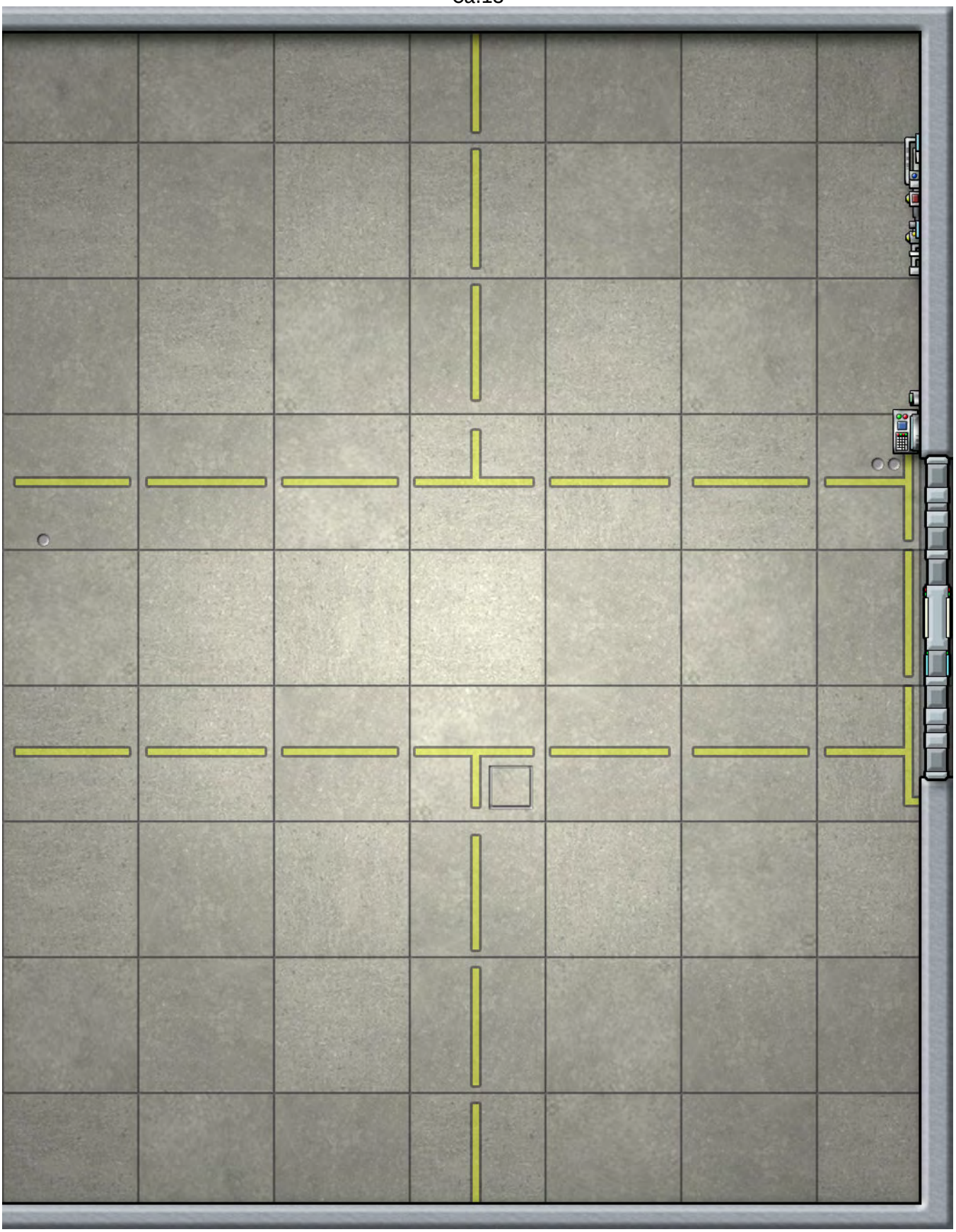


Ca.13



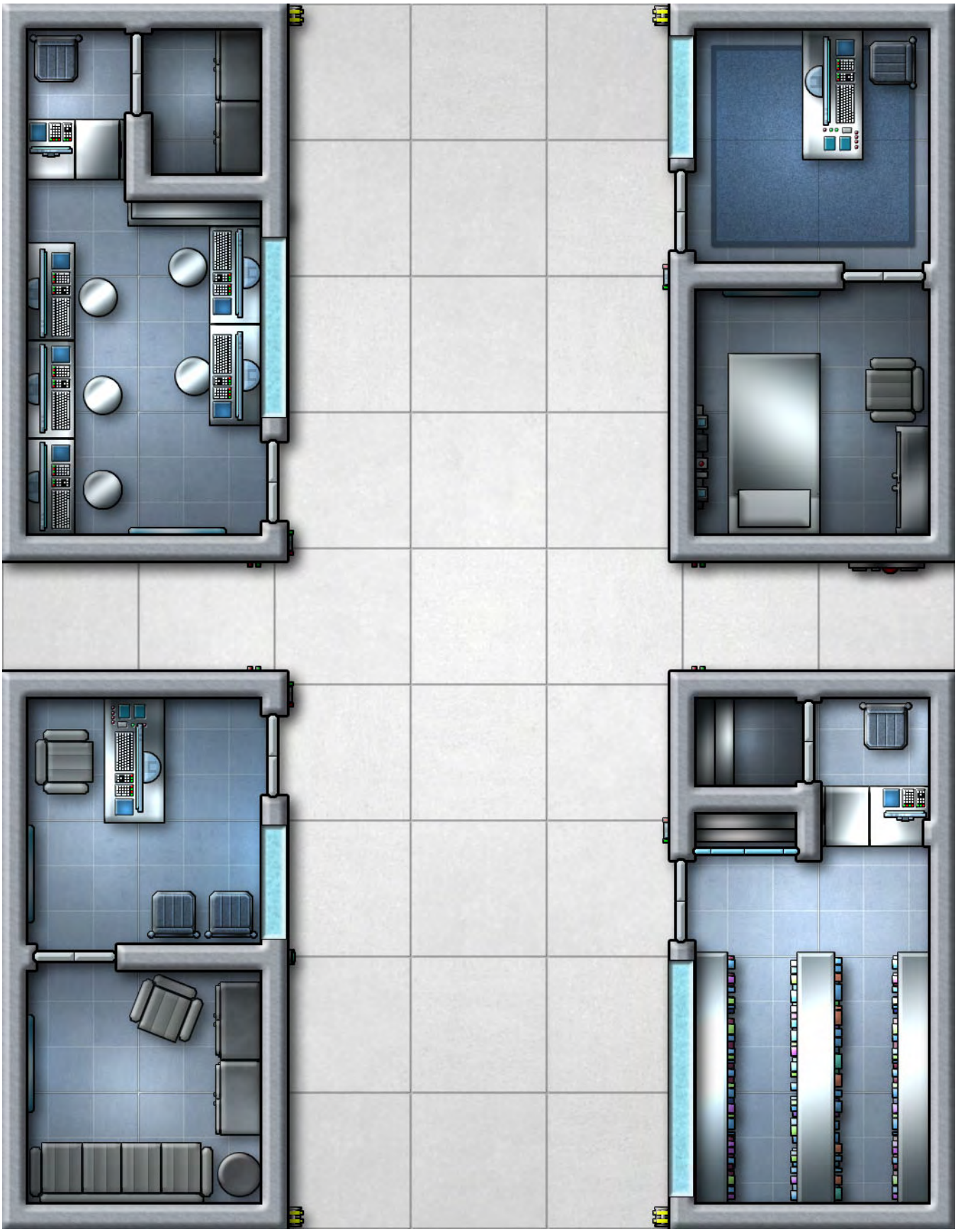
Commerce

Co.00









Co.10



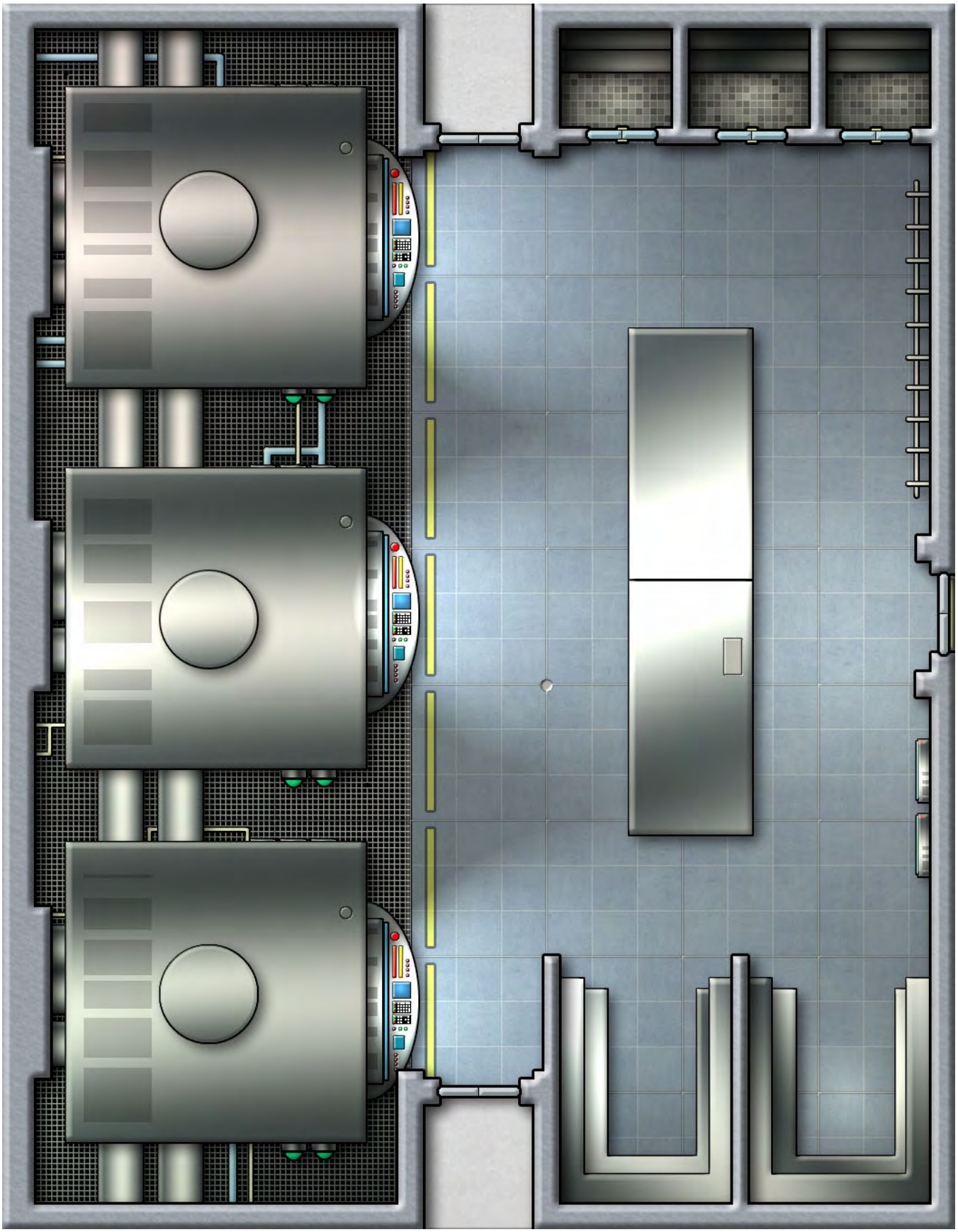
Co.11



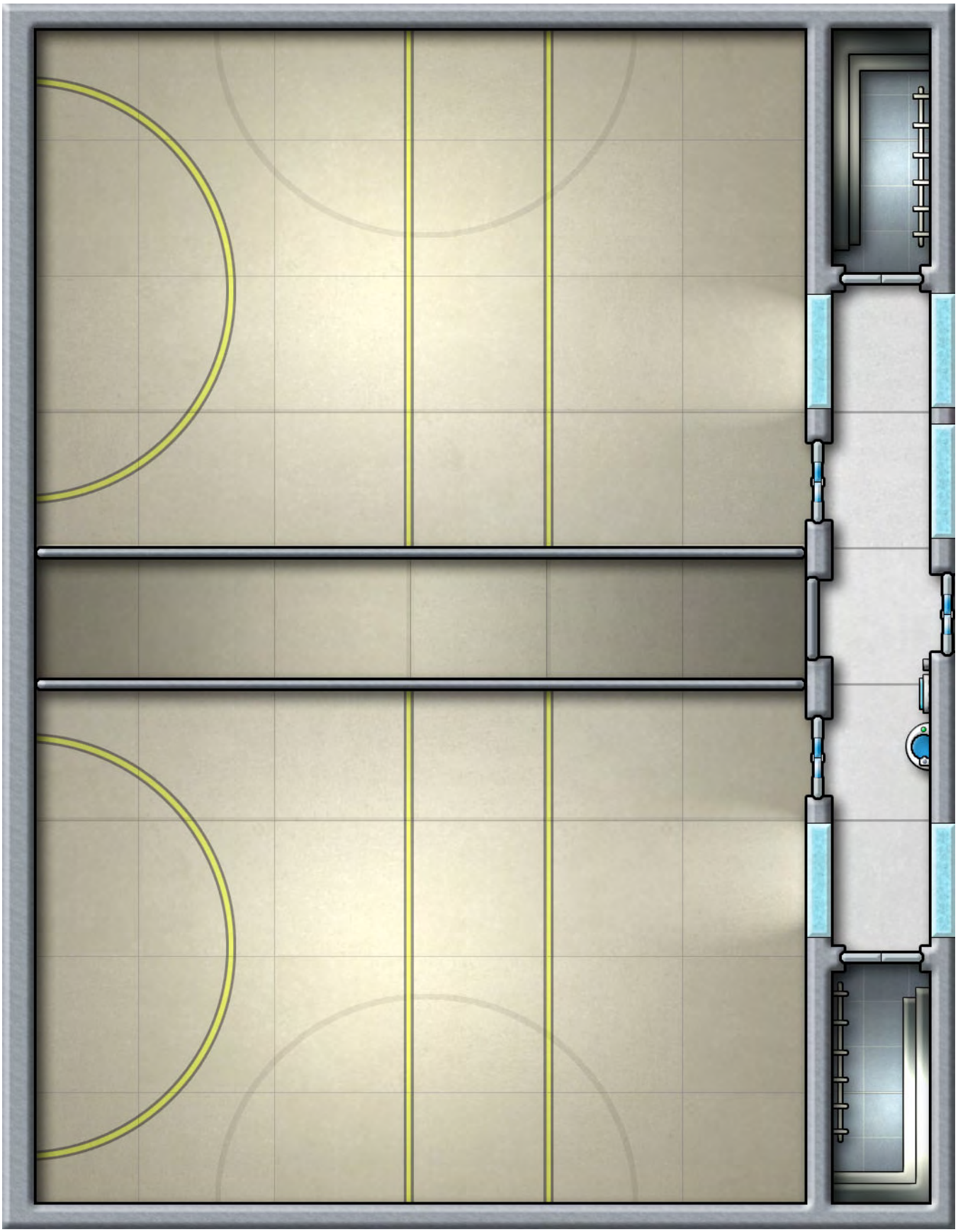
Co.12

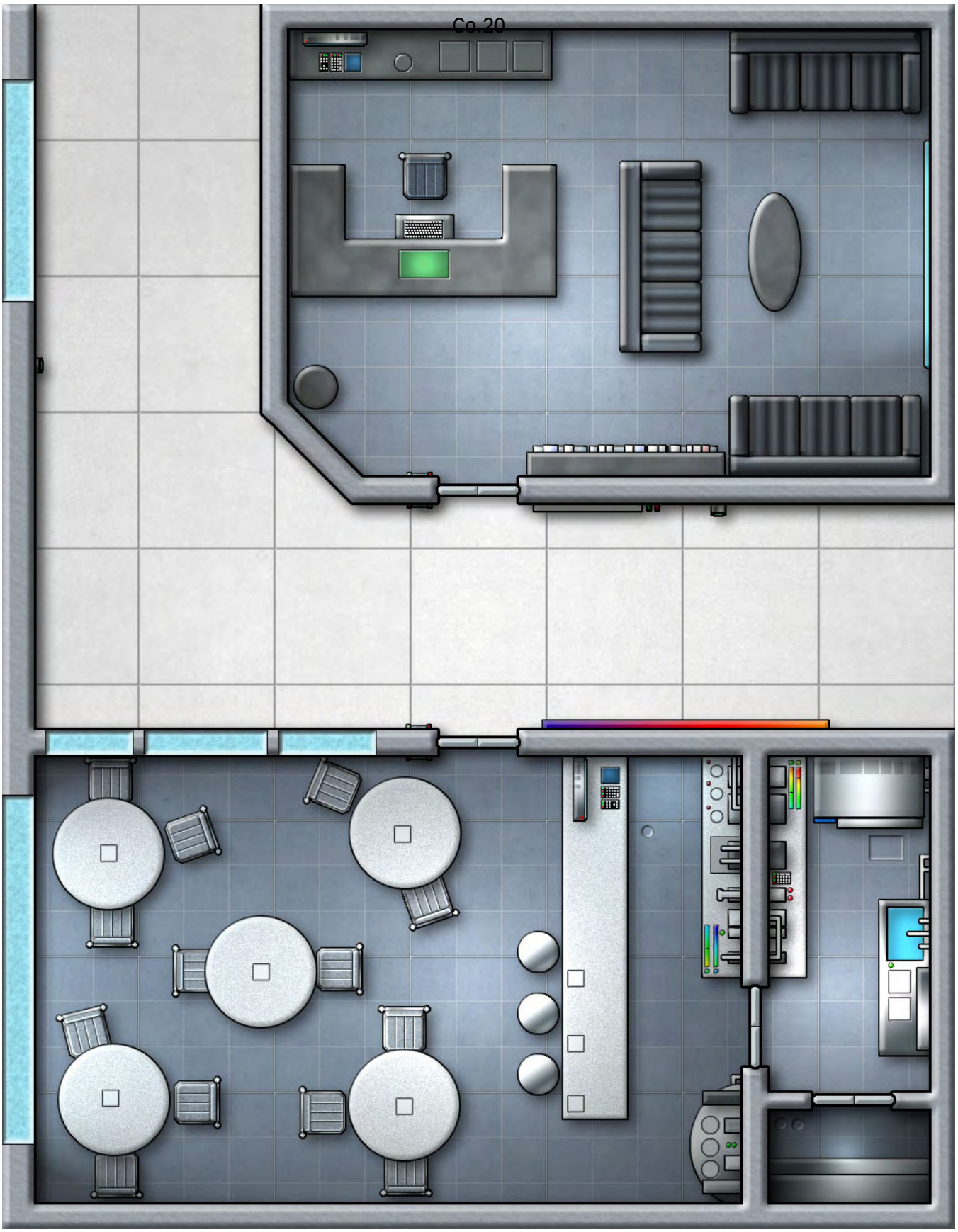


Co.13

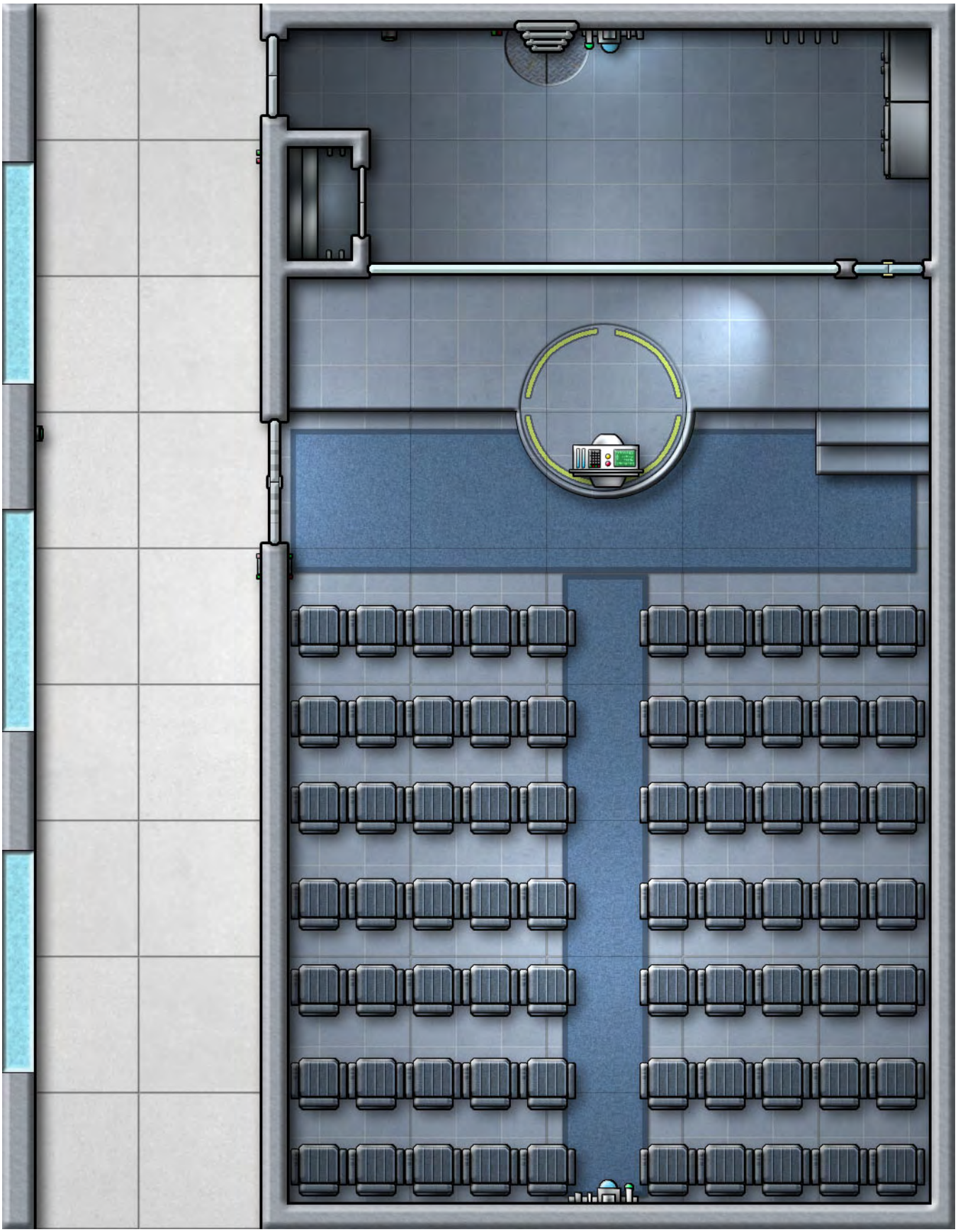


Co.14




Co.20

Co.21



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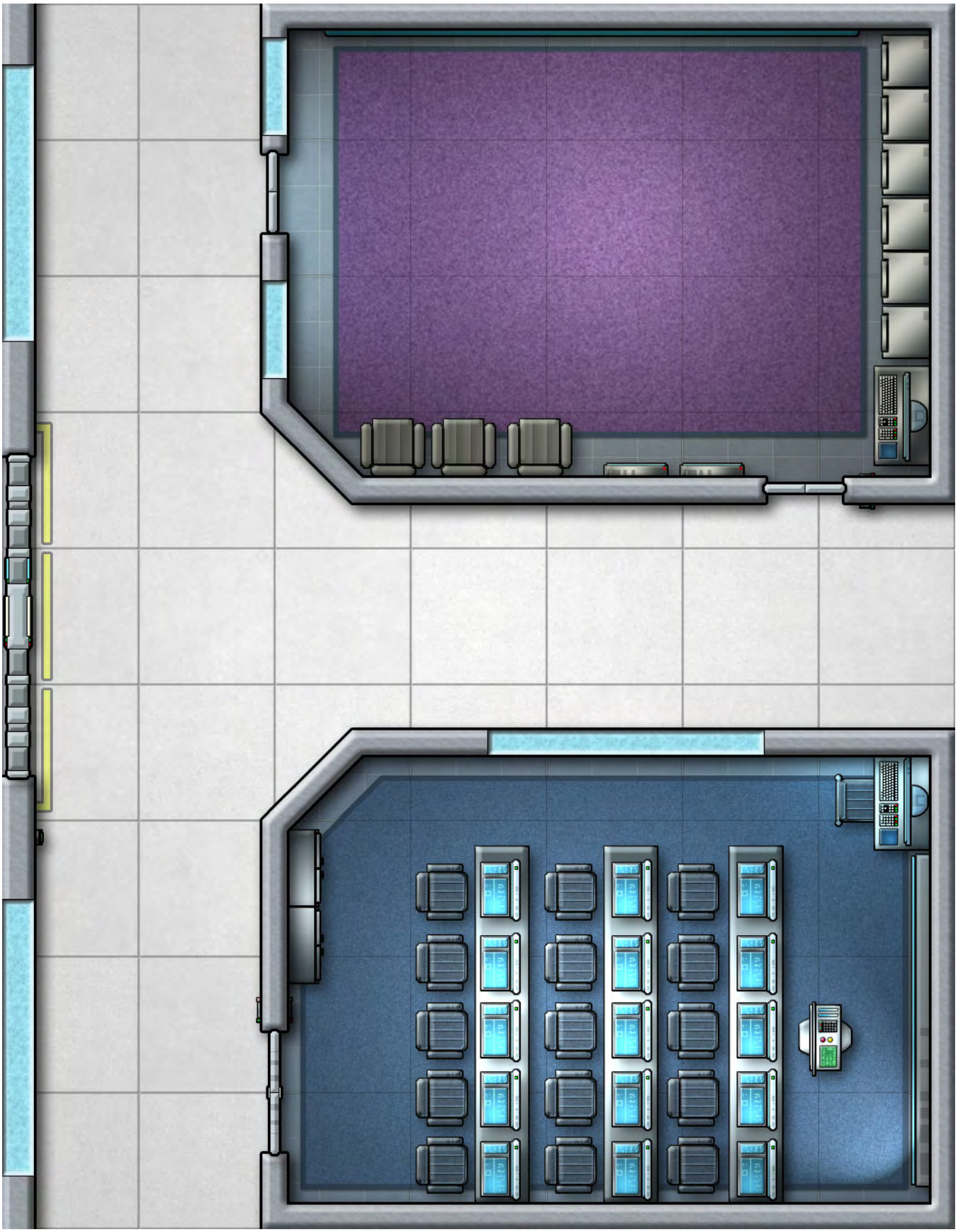

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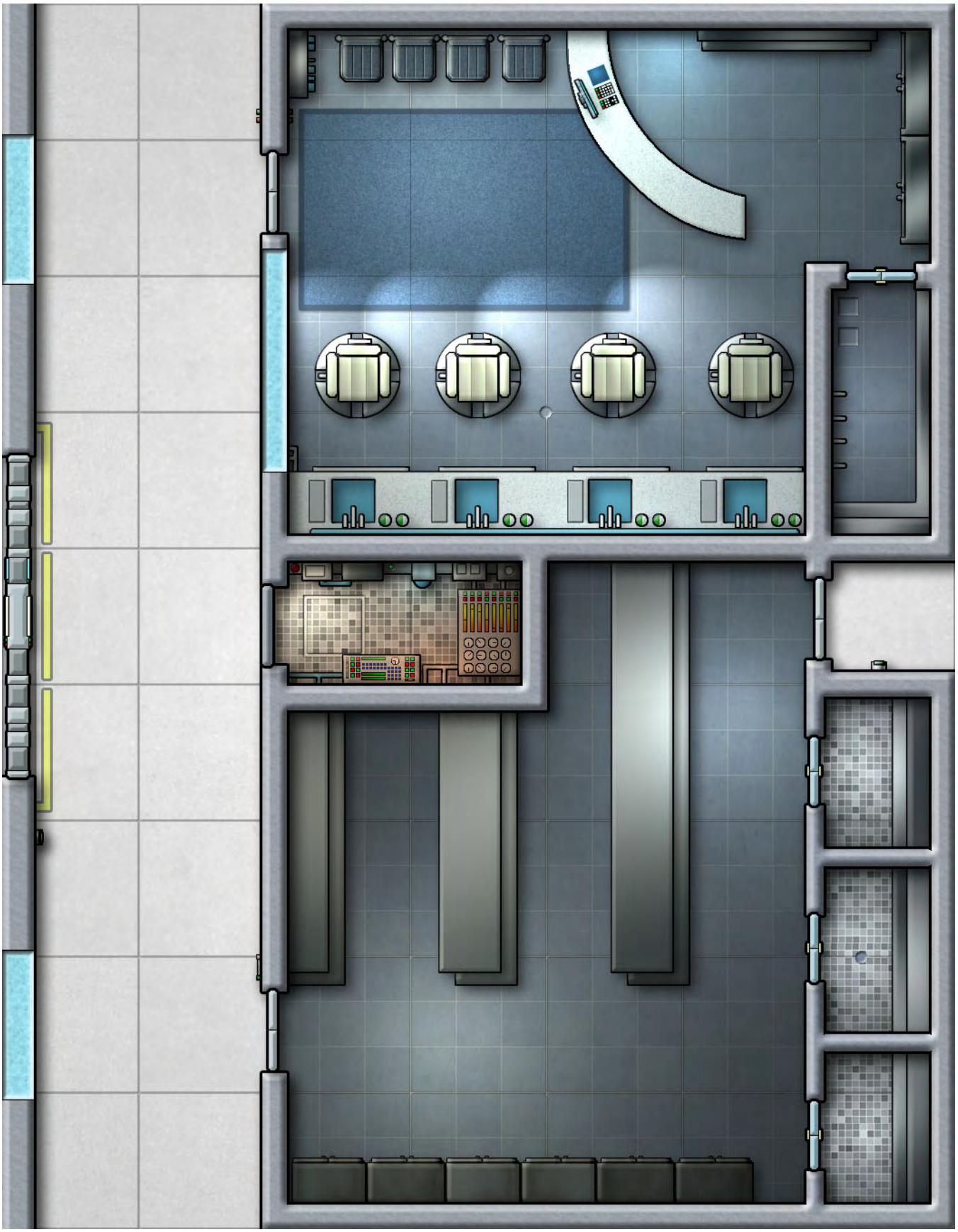
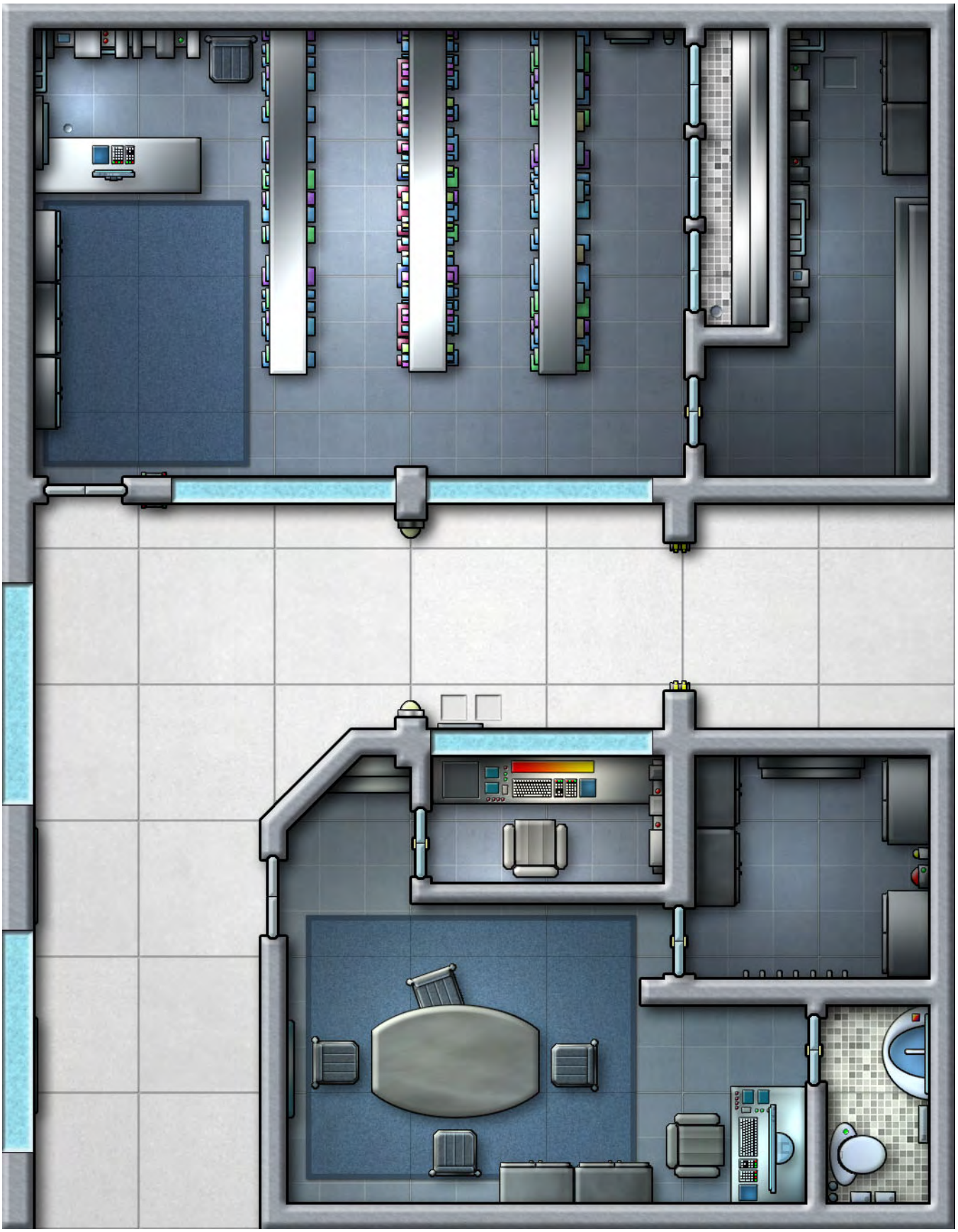
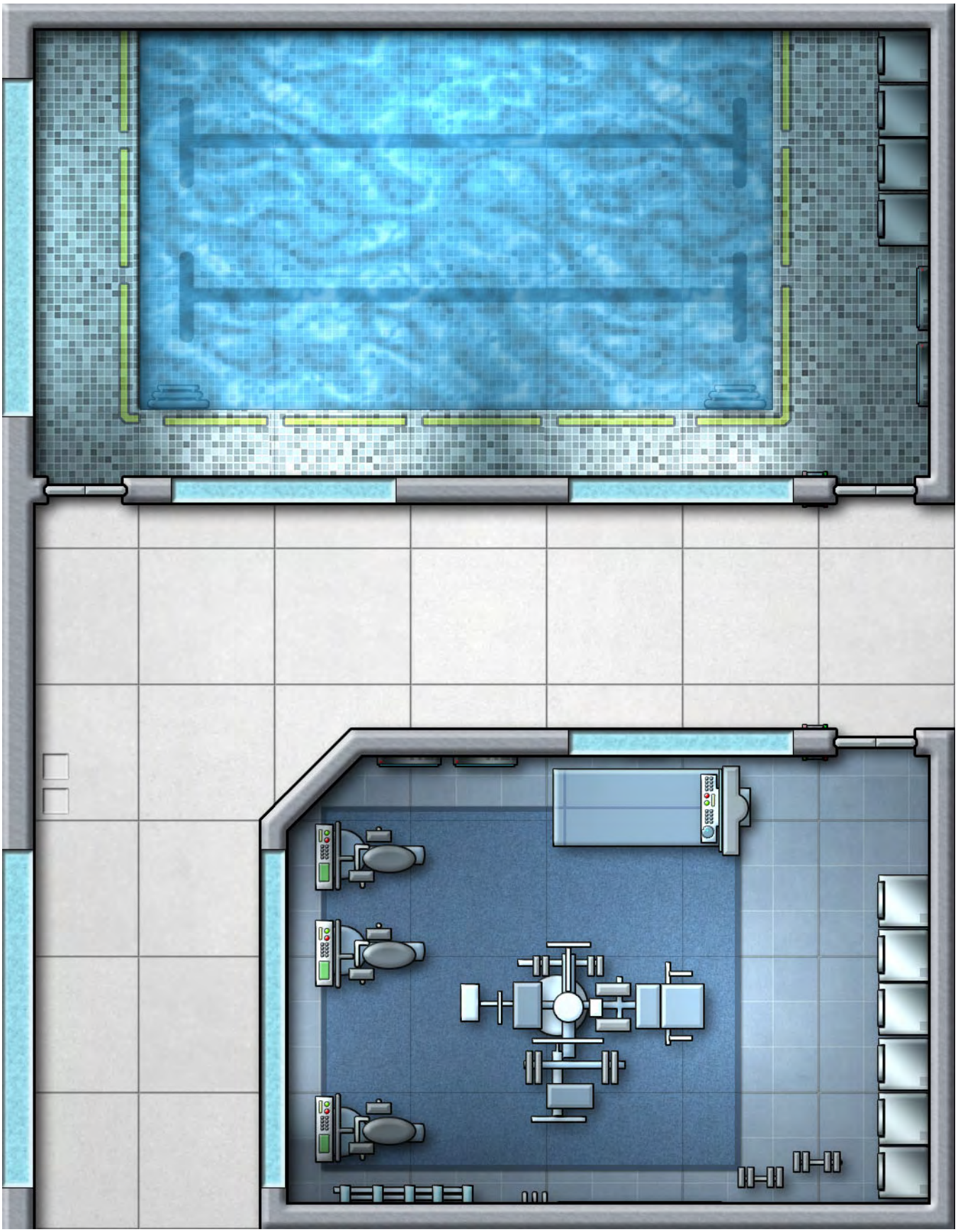


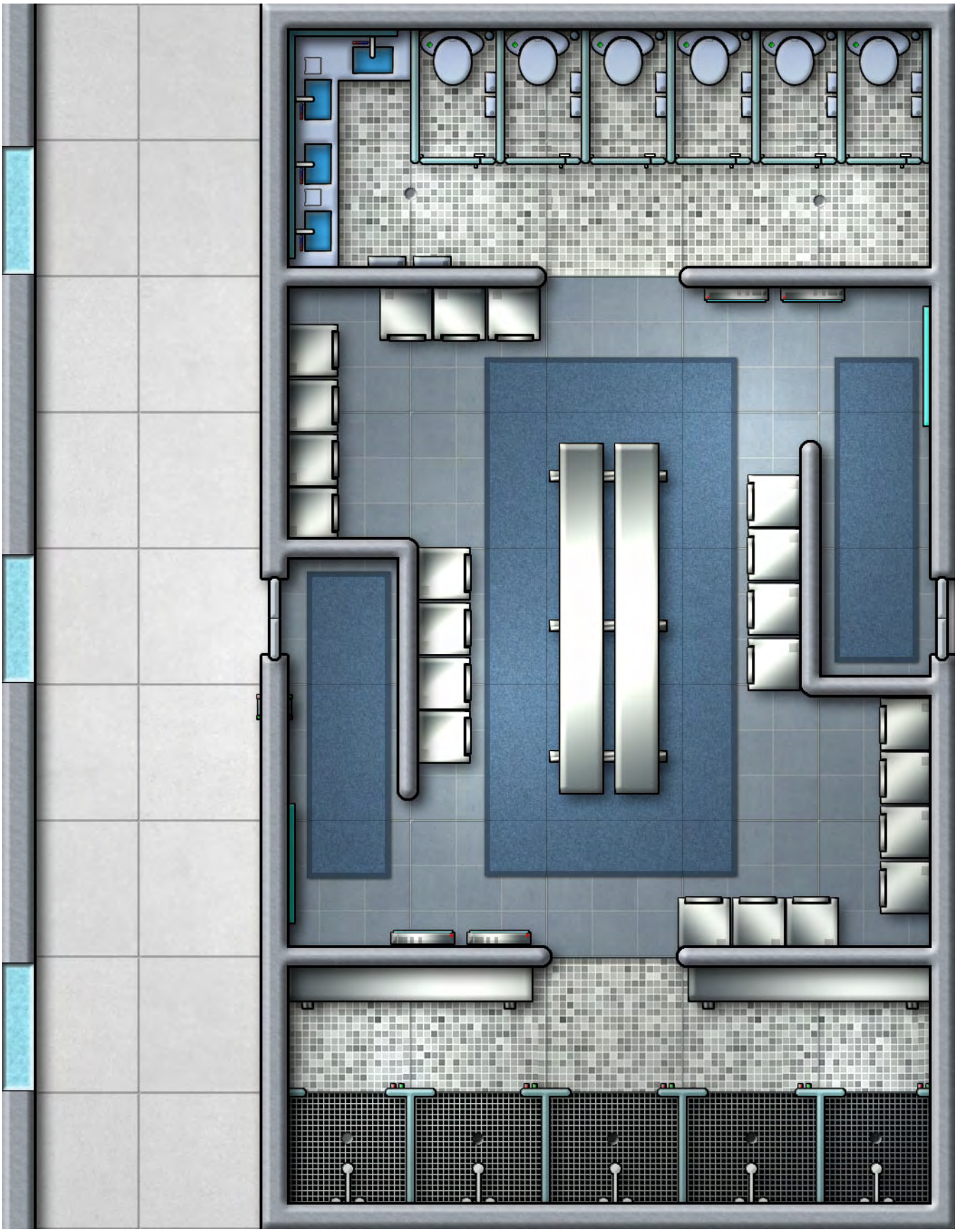


Co.25



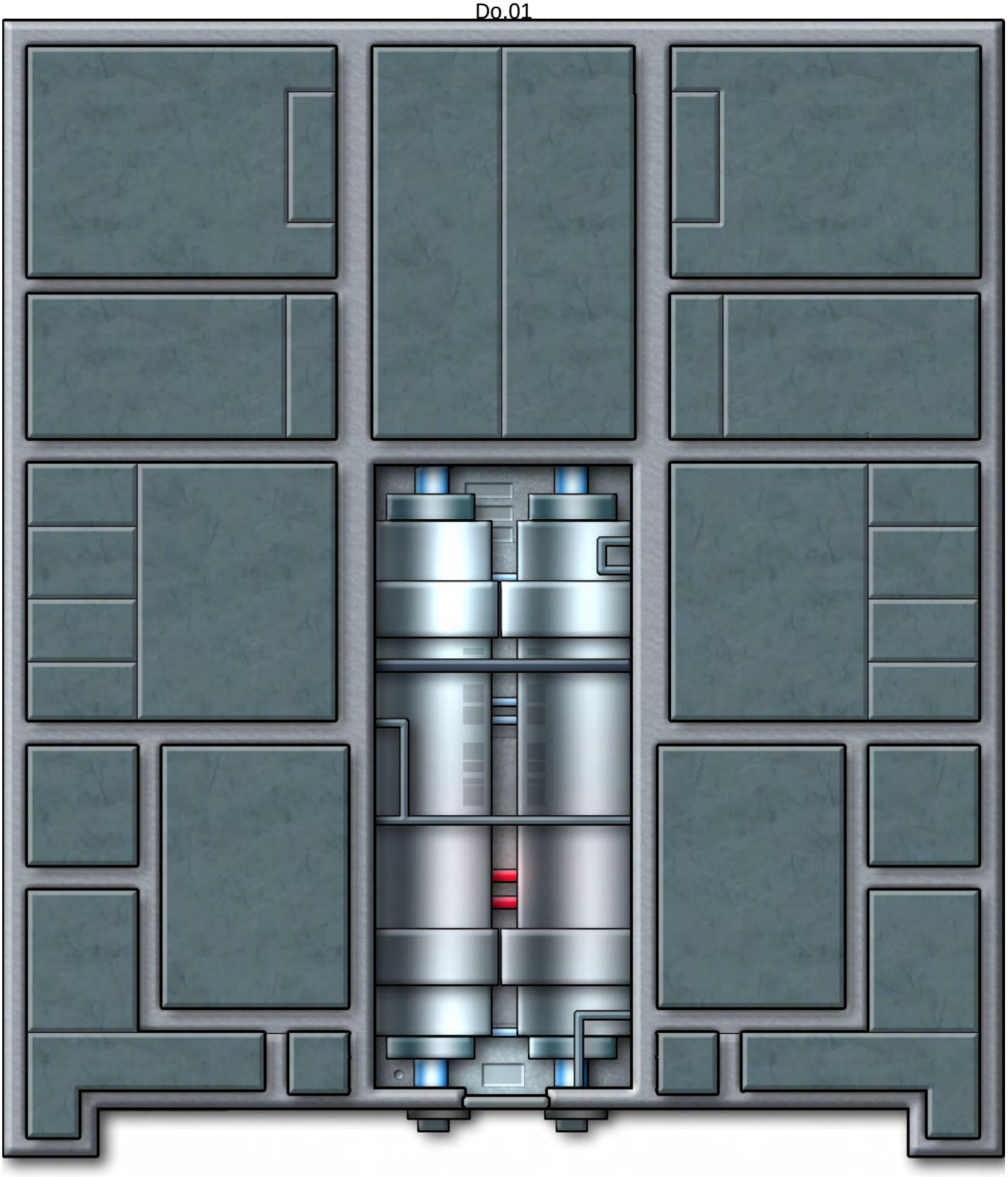


Co.27



Docking Area

Do.01



Do.31



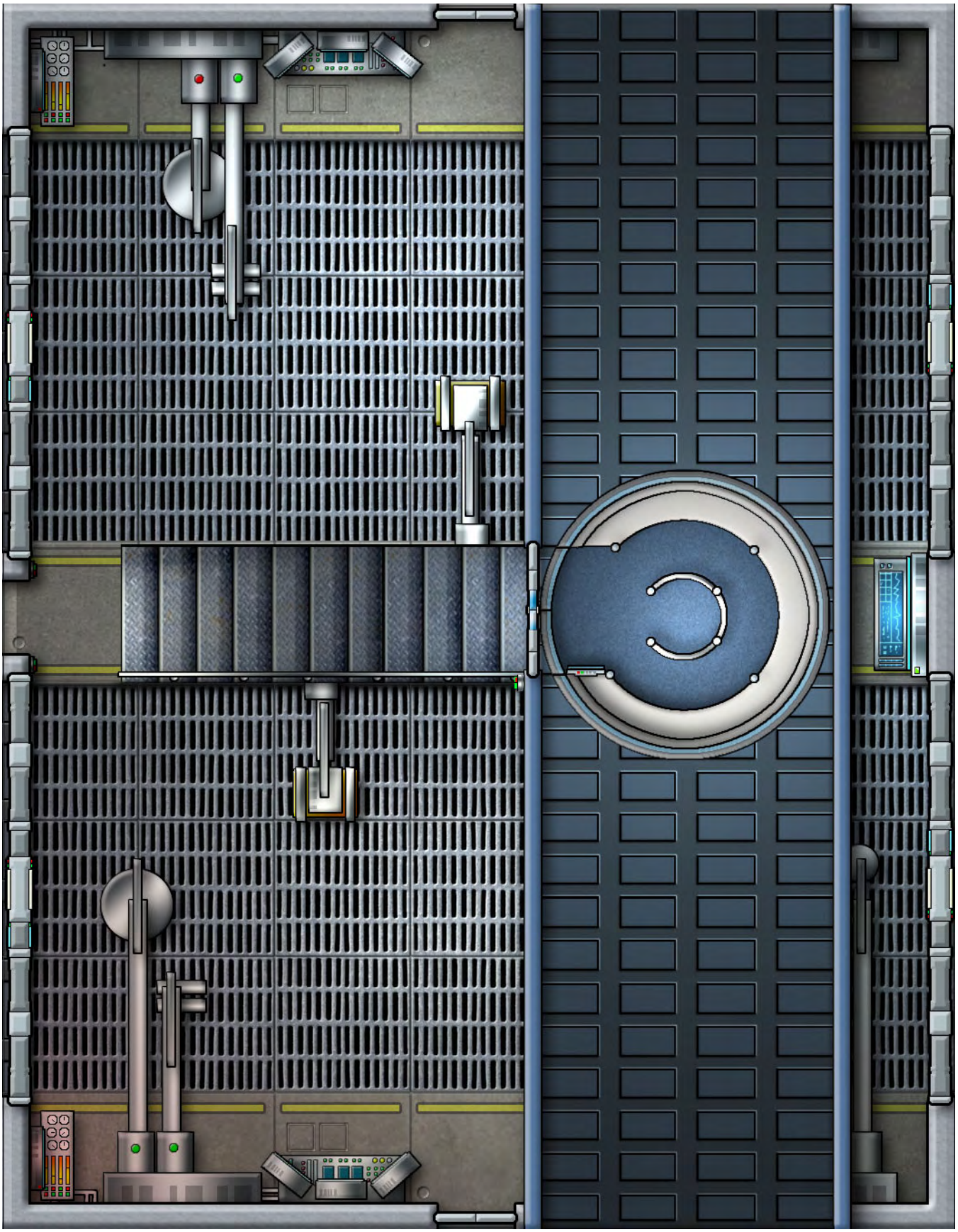
Do.31a



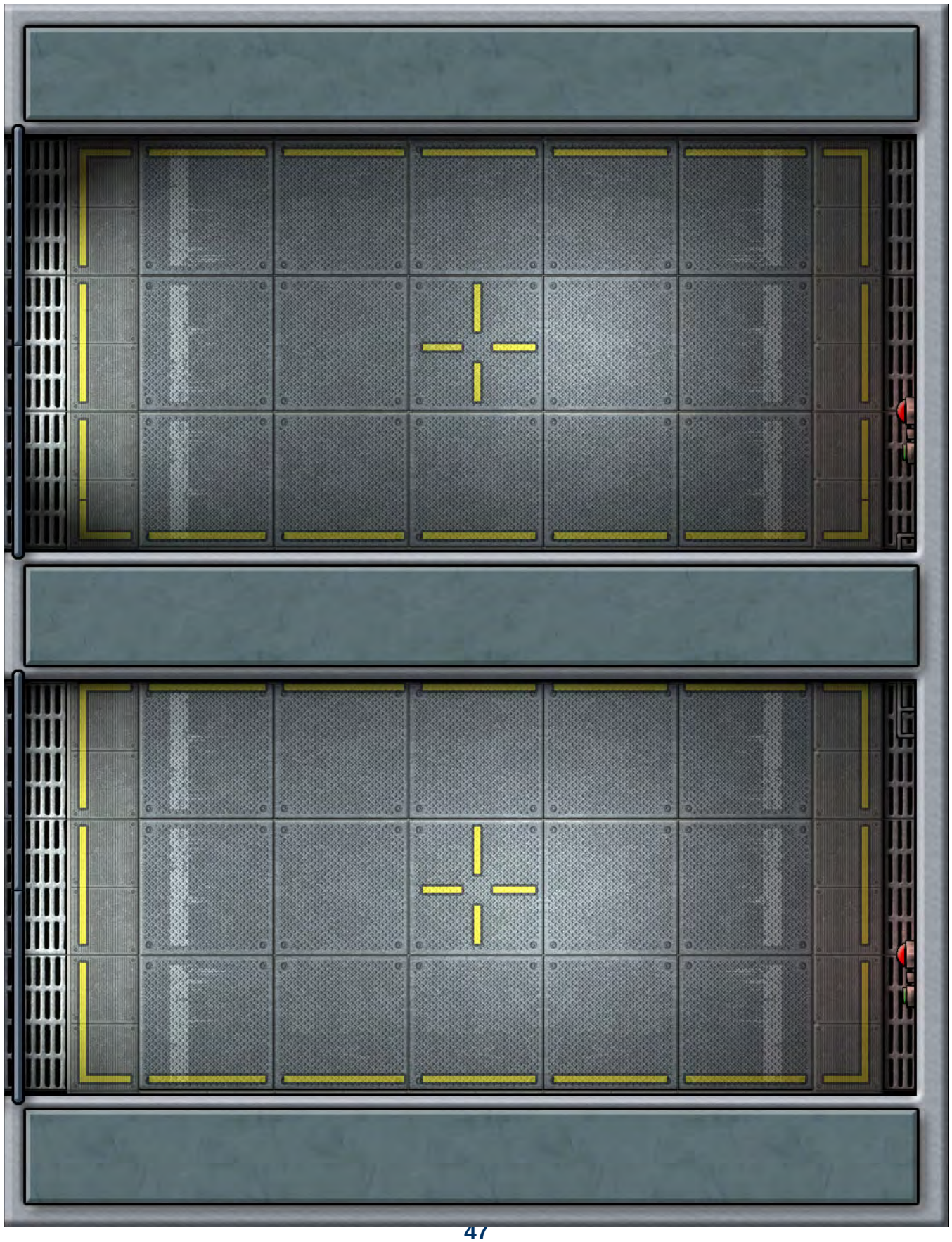
Do.31b



Do.32

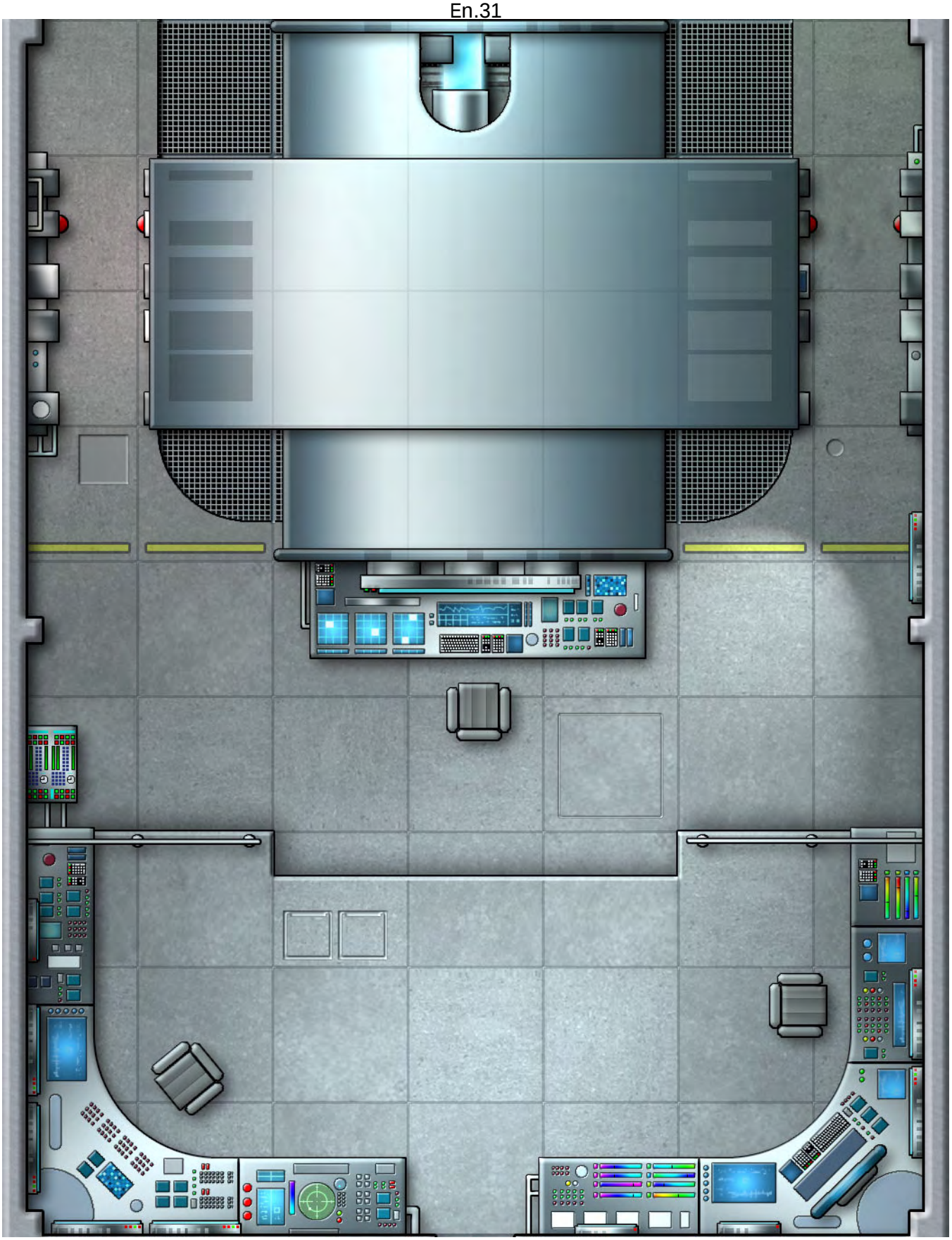


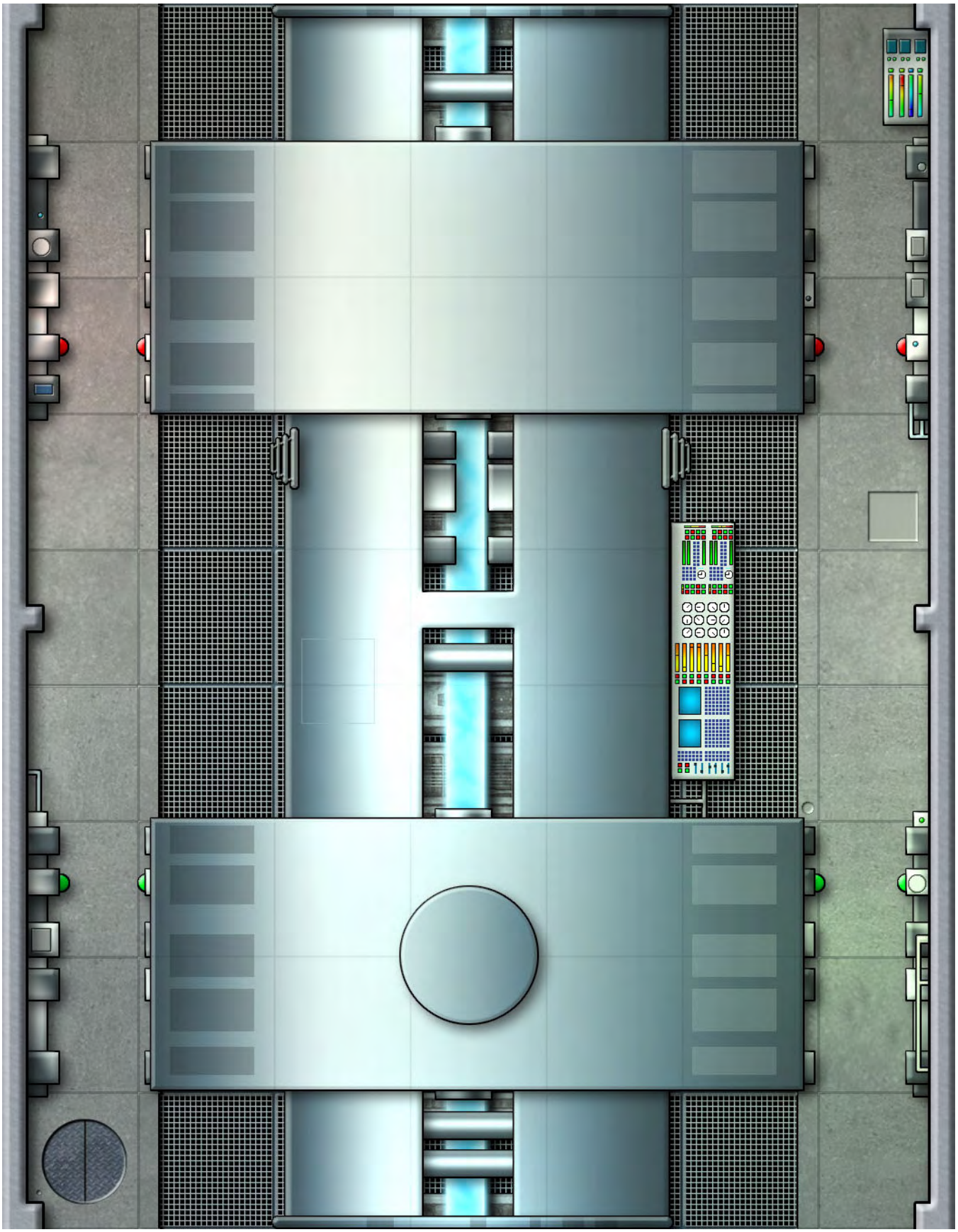
Do.33



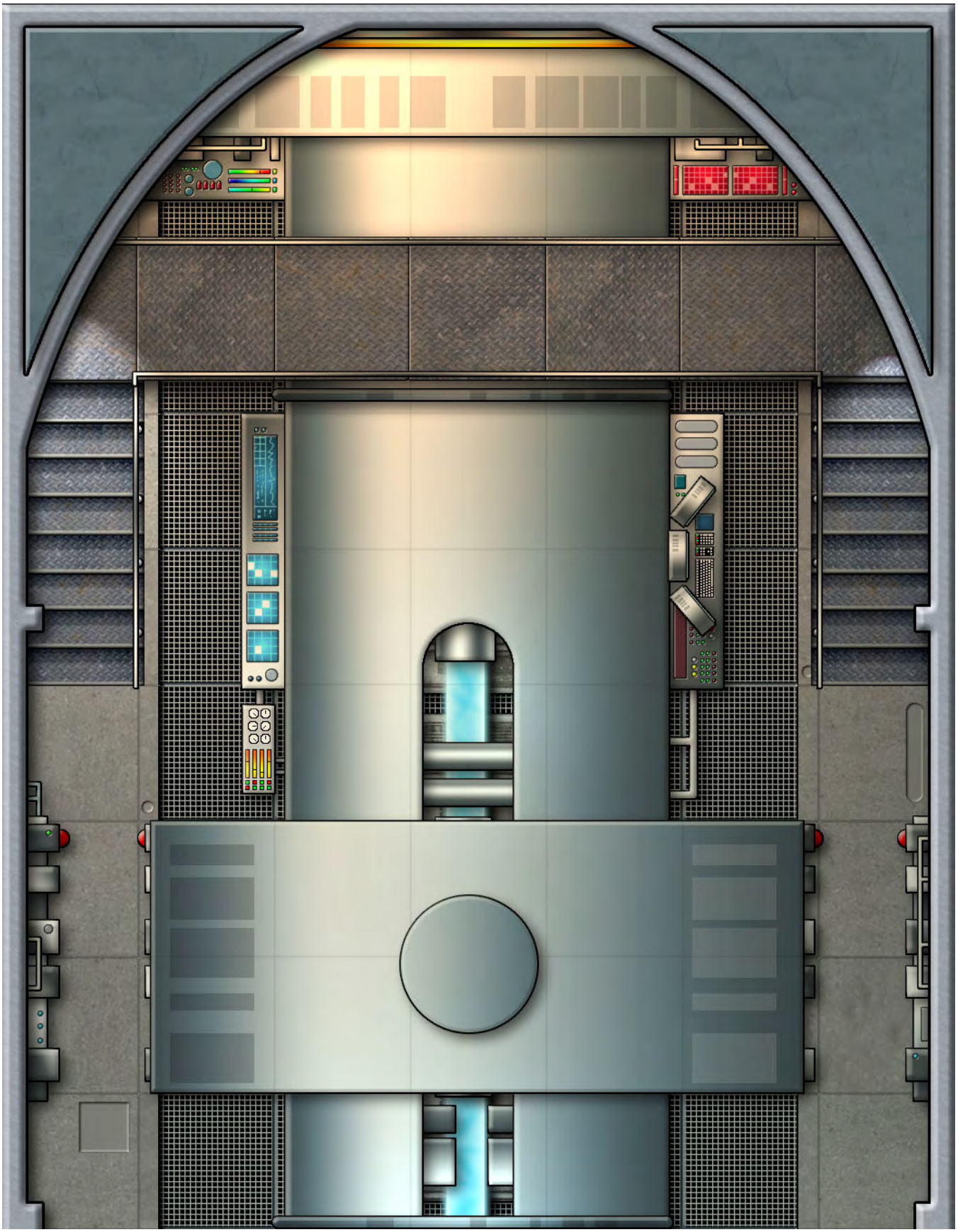
Engineering

En.31

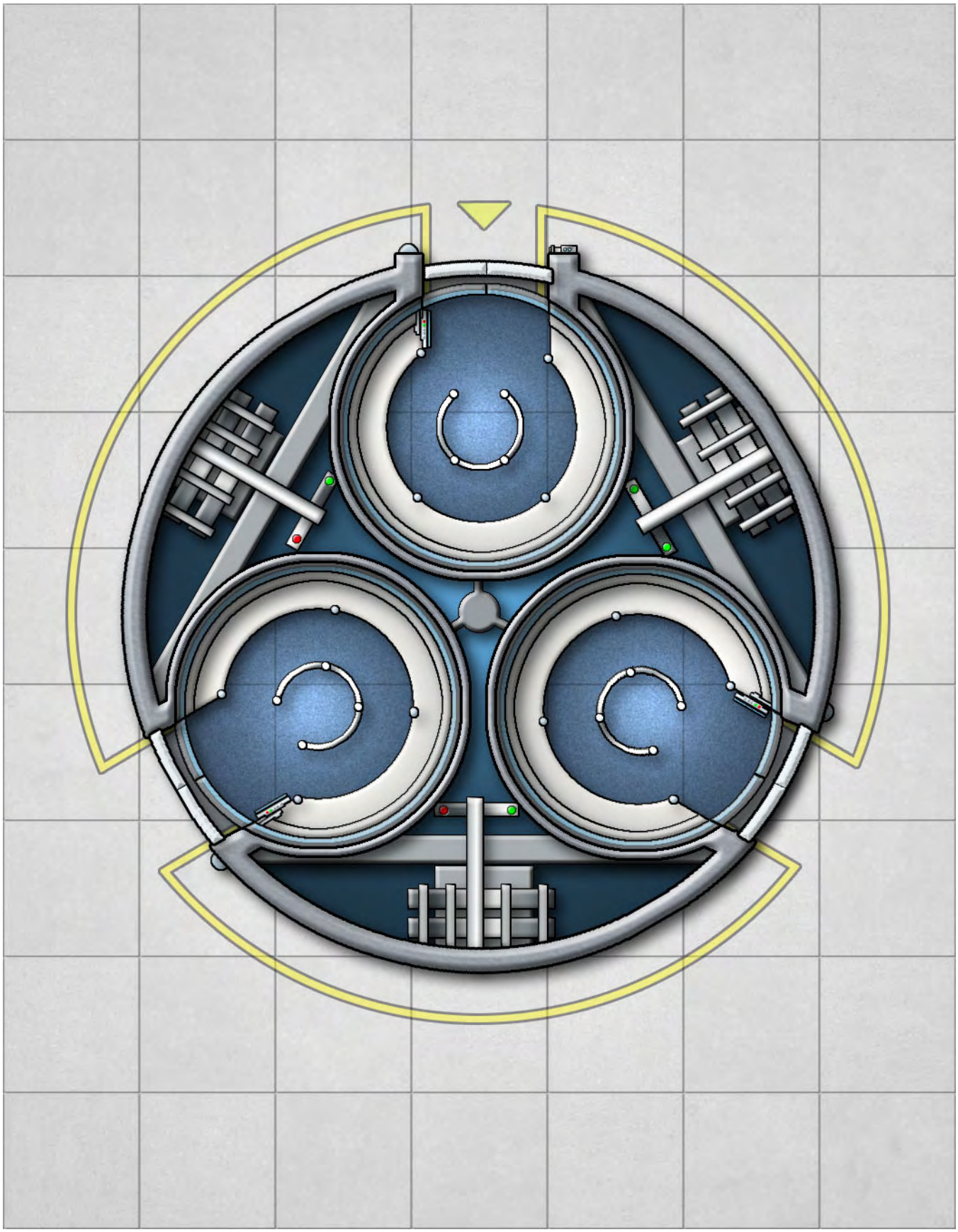




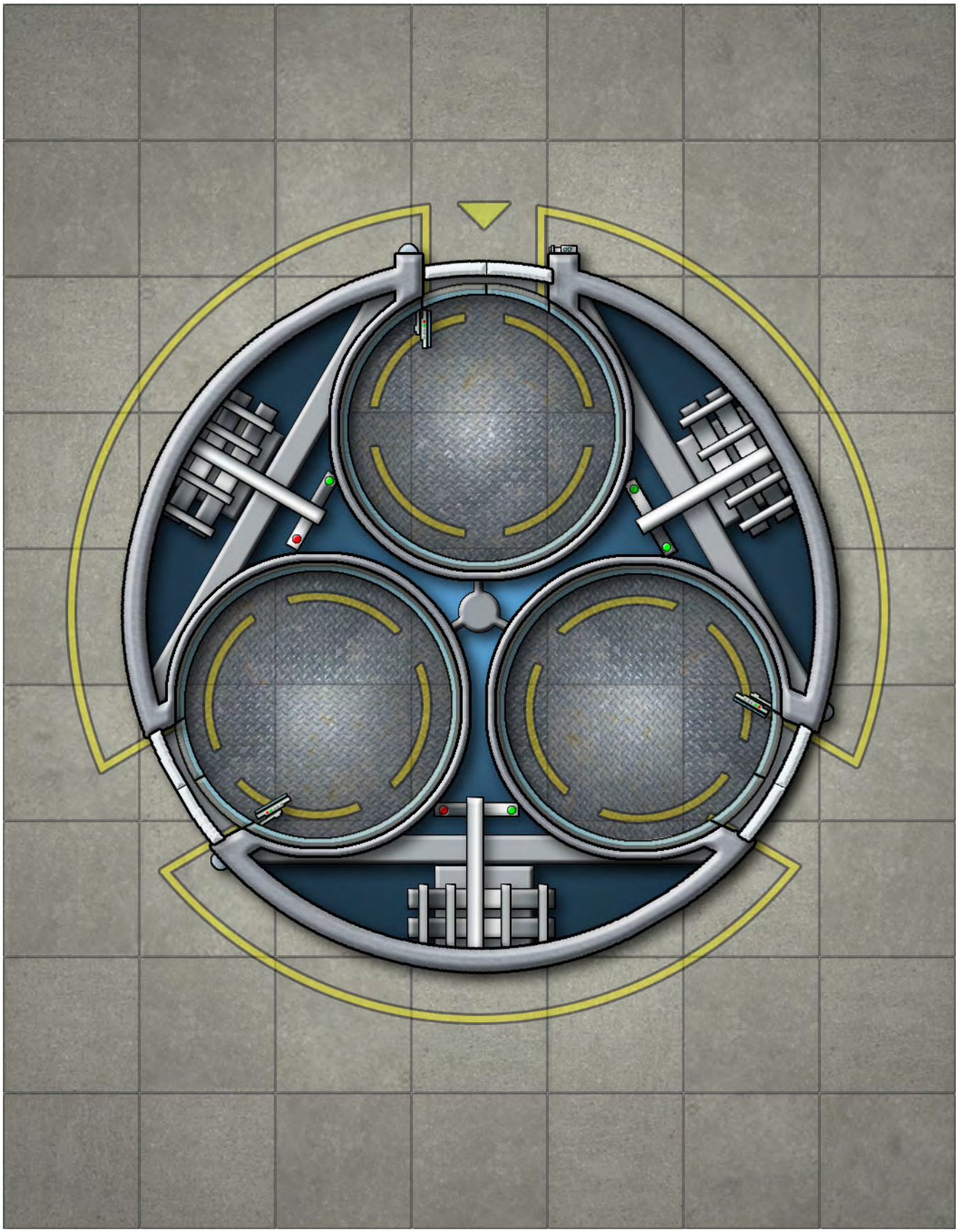
En.33



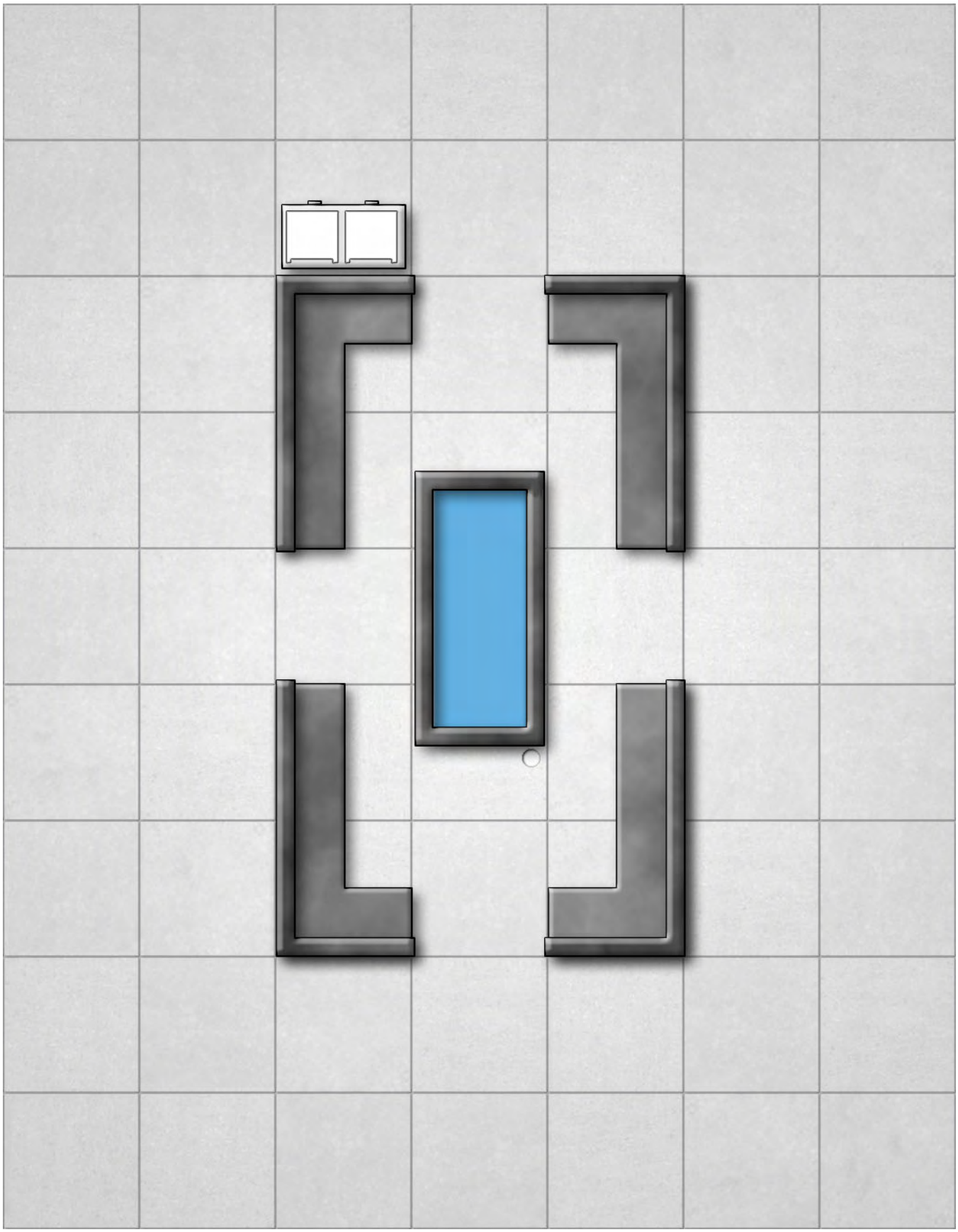
Mi.01



Mi.02



Mi.05

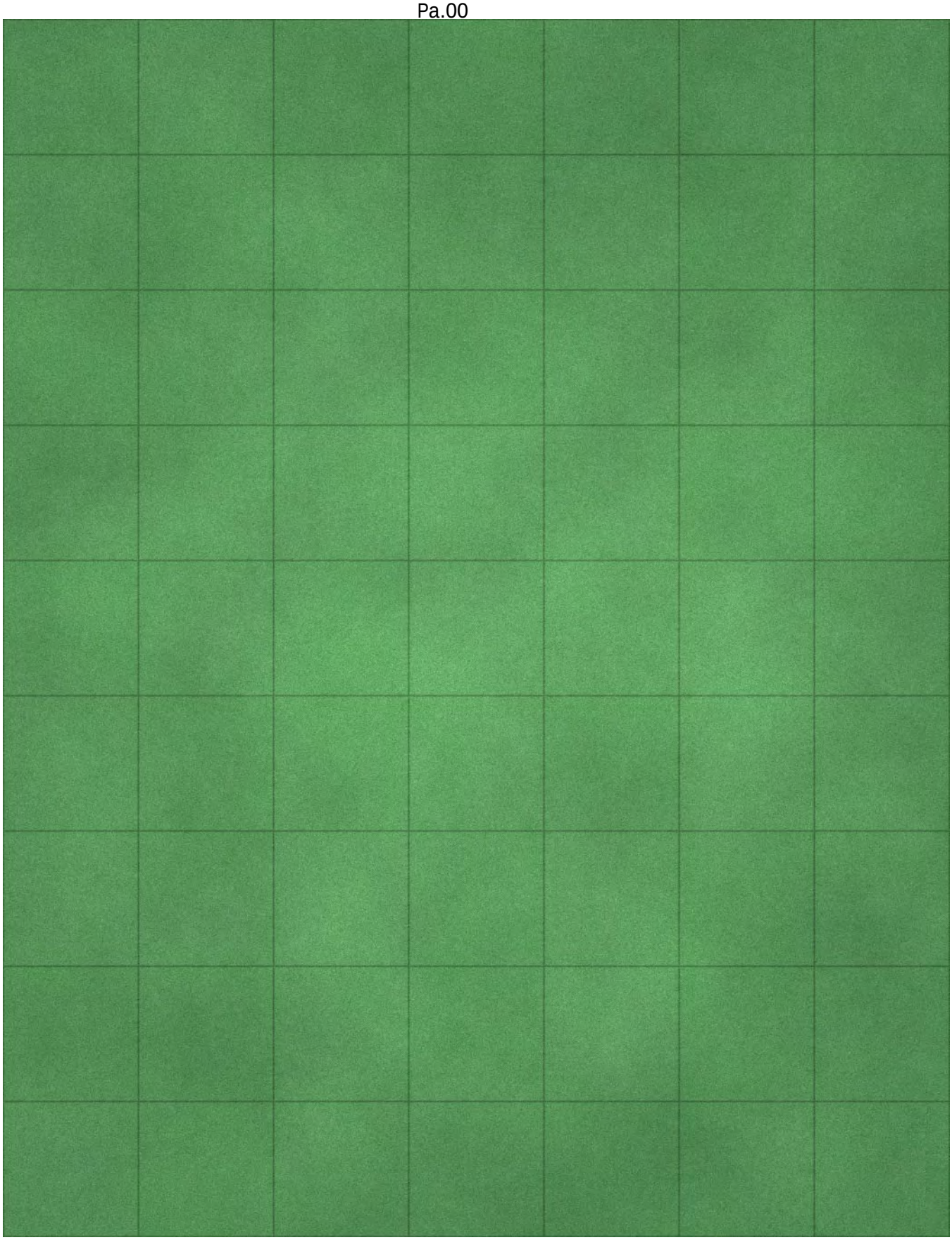


Mi.06



Park

Pa.00



Residential

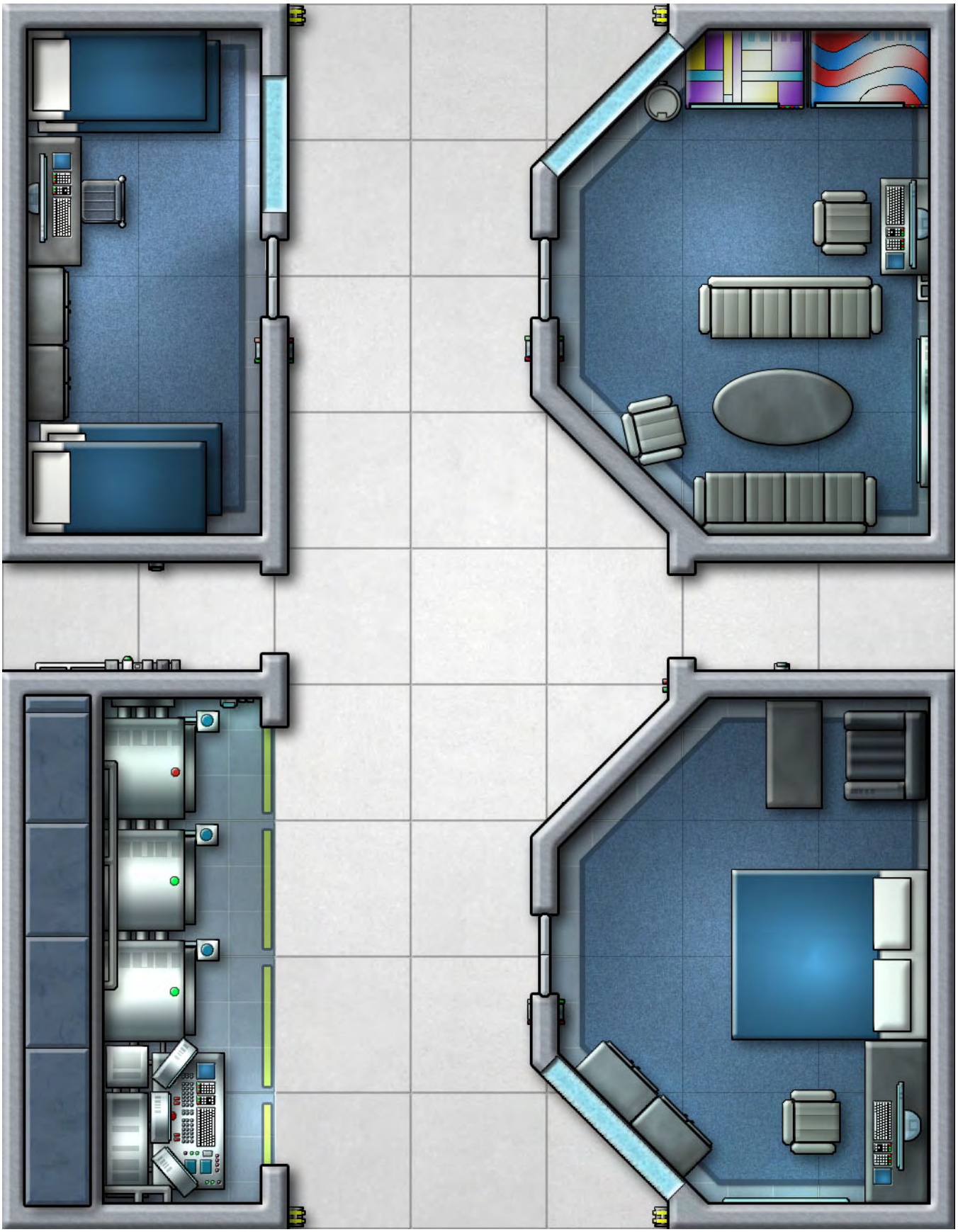
Re.12



Re.13



Re.14



Brahma

