

NOTES

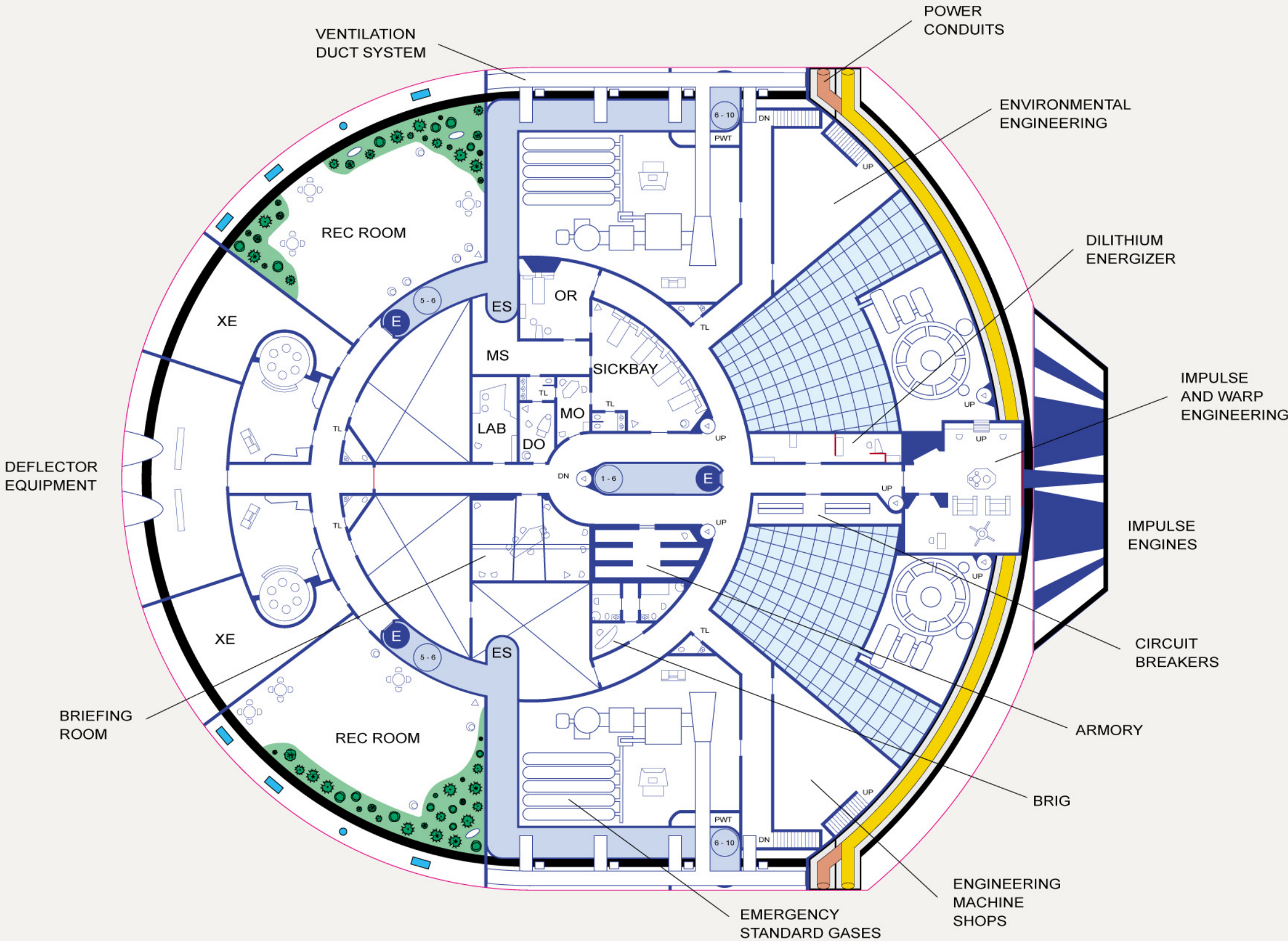
DECK 6
This is the busiest deck of the ship.

Starting with the outer ring, the Deflector Equipment from Deck 5 continues at the front of this deck. On either side and Immediately behind are the two Transporter Room and related equipment.

To port and starboard of the Transporter Rooms is a Recreation Room. A Balcony on Deck 5 overlooks each Rec Room but the Balconies cannot be reached directly from the Rec Room.

DECK 6 (continued 1)
The port and starboard, a Turbo-elevator shafts leads to the pylons, which then connect downward to the Secondary Hull.

The pylon connections include Piping/Wiring Trunks and stairs. Aft of the stairs are Standard Gases, Air Conditioning Equipment and Ventilation Equipment.



DECK 6: RECREATION / ENGINEERING / SERVICES

DECK 6 (continued 2)
The rear part of the outer ring includes Engineering Machine Shops (port) and Environmental Engineering Stations (starboard). Further aft are the fuel tanks.

Power Conduits drop down from the Warp Engines and along the rear to Main Engineering. Ahead of Main Engineering are Circuit Breakers (port) and the Dilithium Energizer Station (starboard).

The Impulse Engines are aft of Main Engineering.

DECK 6 (continued 3)
The inner ring contains a few Cargo Holds at the front, near the Transporter Rooms. These Cargo Holds can be reconfigured as needed, depending on mission requirements. For example, in this layout there is no Convalescent Ward. There is also no Auxiliary Control Room.

Aft of the Cargo Holds on the port side is a Briefing Room, the Armory, and the Brig. On the starboard side is Sickbay, an Operating Room, a Medical Supply Room, a Lab, the Doctor's Office, and the Dentist's Office.