

NOTES

DECK 6

The layout of this deck is very similar to the FJ design. I like the tri-radial symmetry of his design. As on Deck 5, the turbo-elevator shafts are separated by 120°. I also added 4 more turbo-elevator storage spaces. This network is not as extensive as the FJ design; walking a few hundred feet or meters should not be an issue. Also, this network does not need to reach outward as much because it does not extend down to the outer ring of Deck 7.

The windows around the edge of the Primary Hull governed the location of the Recreation Rooms and Lounges. Each of these have balconies (on Deck 6) which overlook the main level (on Deck 7). Stairs lead down from the balconies to each Lounge. The location with the fewest windows became the Theater.

Beside each of those balcony stairs are other sets of stairs to provide access for the outer ring of Deck 7. One extra set of stairs is at the bow, behind the Deflector Equipment. All these stairs provide the outermost ring of Deck 7 with a connection to the rest of the ship, since turbo-elevators do not reach this far.

In the center are 3 relaxation areas. The one at the front is a Lounge. The other two are considered to be Messrooms because they are serviced by food dispensers which are directly connected to the Food Preparation area on Deck 8.

Environmental Lockers (EL) or storage spaces are distributed all around the deck, mostly concentrated near the 4 large rectangular escape hatches in the ceiling (shown here in orange).

The turbo-elevator repair area is forward and to port of Engineering. Machine shops are to starboard and Environmental Engineering is further starboard. In RETURN TO TOMORROW, Sargon mentions he is in the Briefing Room on Deck 6.

DECK 6 ALTERNATE

Certain episodes and dialogue suggests that there are 3 Engine Rooms. This alternate layout satisfies those references.

The Engineering Computers have been moved. The space between the 2 Engine Rooms contains Machine Shops and also the Environmental Engineering Section.

The total number of Crew's Quarters is reduced by 19 because of this larger Engineering layout.

DECK 7

The windows around the edge of the Primary Hull governed the location of the Recreation Rooms / Lounges. Each of these have balconies (on Deck 6) overlooking the main level (on Deck 7). Stairs lead down from the balconies to each Lounge. The location with the fewest windows became the Theater.

Beside each of those balcony stairs are other sets of stairs to allow access to the outer ring of Deck 7. One extra set of stairs is at the bow, behind the Deflector Equipment. All these stairs provide the outermost ring of Deck 7 with a connection to Deck 6, and from there, to the rest of the ship. The Crew's Quarters located here are for the most junior crew members.

The grey area represents the concave cutout on the underside of the Primary Hull. This area could be used for Water Storage as suggested in TMOSt. It could also be used for cargo, or fuel, or air tanks. I leave the area grey (for the most part) so as to clearly set it apart from the rest of the deck.

The center of this Deck contains an Armory, a Briefing Room, a Chapel, the main Brig, the 2 Main Landing Legs, and Sickbay. Sickbay includes various labs, offices, waiting rooms, and a post-surgery recovery area.

Four Transporters (for 6 people) are located on this deck, as well as three Emergency Transporters (for 22 people). A discussion about Transporter Rooms is on Page 17.

In the center are the ship's Main Computers, as described in TMOSt.

The machinery for the food conveyors is located aft of the Main Computers.

At the aft end of the turbo-elevator shaft is Main (Impulse) Engineering.

The concave undercut of the Primary Hull should affect the floor in Engineering. Of course, that detail did not appear in the episodes.

DECK 7 (continued)

To port of the turbo-elevator shaft are stairs used for evacuating the Secondary Hull prior to disconnecting the Primary Hull. To starboard of the shaft is a narrow inspection corridor.

The ladder ahead of and to starboard of Main Impulse Engineering provides access to the disconnection equipment on Decks 8 and 9.

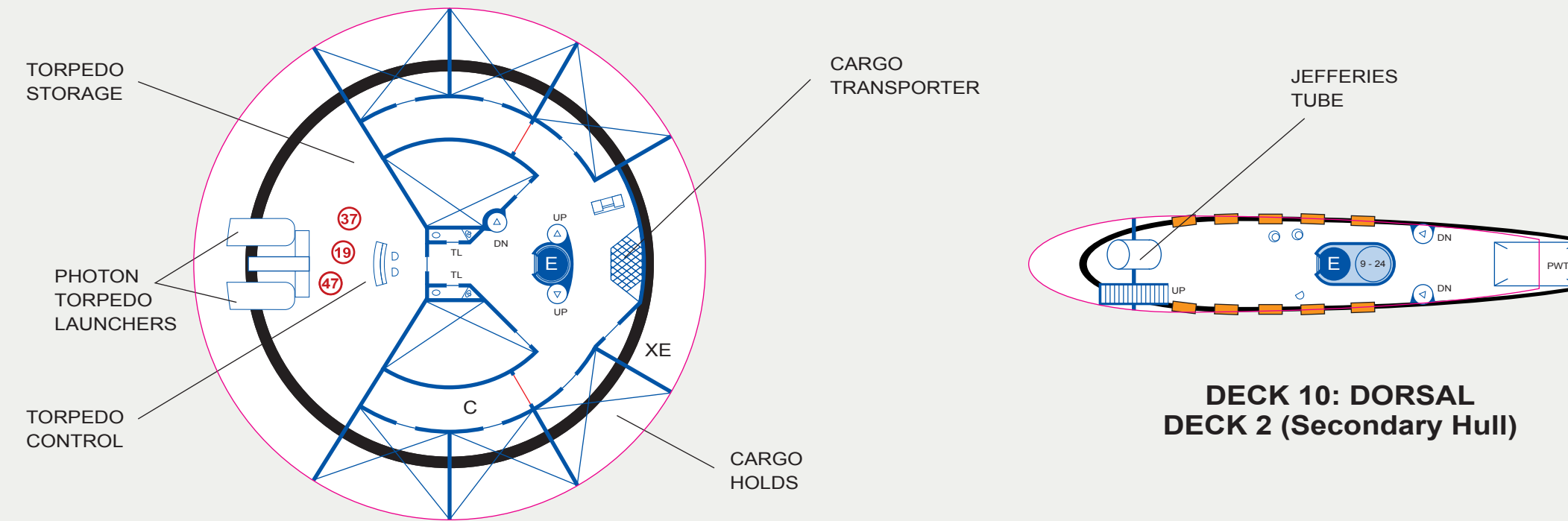
DECK 7 ALTERNATE

Certain episodes and dialogue suggests that there are 3 Engine Rooms. This alternate layout satisfies those references.

The Armory, Briefing Room, Chapel, main Brig, the 2 Main Landing Legs, and Sickbay have been re-arranged but still occupy the same basic locations. Sickbay includes various labs, offices, waiting rooms, and a post-surgery recovery area.

One Transporters (for 6 people) and two Emergency Transporter (for 22 people) have been deleted. They have not been relocated to another part of the ship.

The two Main (Impulse) Engineering sections have been moved to the inner ring. The concave undercut of the Primary Hull might affect the floor in Engineering, but only very slightly. It may not even be visible.



DECK 10: TORPEDO STORAGE, LAUNCH CONTROL, AND CARGO TRANSPORTER

DECK 10: DORSAL DECK 2 (Secondary Hull)

DECK 10

TMOSt mentions Photon Torpedoes but not their location. Photon Torpedoes were shown to emanate from the underside of the Primary Hull, approximately the same place as the Phasers. Phasers are on Deck 11 ... therefore the Photon Torpedo Launchers are placed here, just above the Phasers. Photon Torpedo Launch Control and Torpedo Storage are also located on Deck 10.

TMOSt states that miscellaneous activities and cargo spaces are on Deck 10. Since cargo spaces are on this deck, it is logical to place a Cargo Transporter here. A discussion about Transporter Rooms is on Page 17.

DECK 10 DORSAL

This is a lounge.

The Jefferies Tube passes through this deck, but can only be accessed from the deck above or the deck below.

The stairs on the port side are used for evacuating the Secondary Hull prior to disconnecting the Primary Hull. They lead directly to Deck 7.