

NOTES

DECK 5

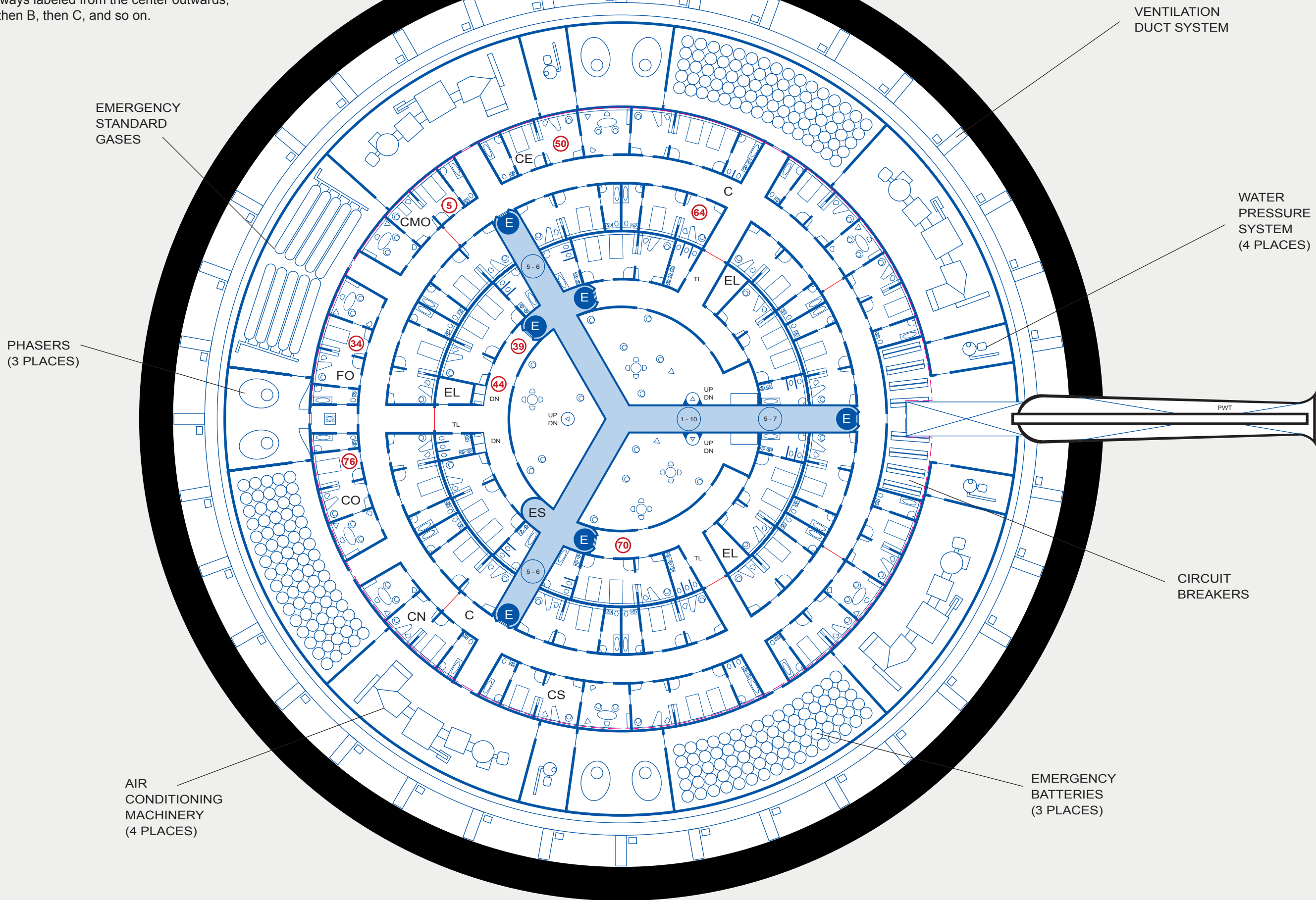
The layout of this deck is very similar to the FJ design. I like the tri-radial symmetry of his design. However, his turbo-elevator shafts were not set at 120° so I adjusted them. There is also one turbo-elevator storage space.

I retained the Batteries, Air Conditioning, Water Pumps, etc. as well as the Phasers in the outermost ring around the Officers' Quarters.

All the Crew's Quarters in the Primary Hull are laid out in rings. The rings are always labeled from the center outwards, starting with A, then B, then C, and so on.

DECK 5 (continued)

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.



DECK 5: SENIOR OFFICERS' QUARTERS

DECK 5 (continued)

The Orion (disguised as an Andorian) fought Kirk in front of a rectangular ladder alcove near his quarters.

Environmental Lockers (EL) are distributed all around the deck. They can also be used as storage spaces.

The mirror-universe Chekov arranged for his henchmen to attack Kirk the moment Kirk stepped out of a turbo-elevator on his way to his quarters.

The main Piping / Wiring Trunk can be accessed via panels on the outside of the ship. Those panels are

DECK 5 (continued)

located between the 2 red lines on the top rear of the Primary Hull.

There is a short story (fan fiction) that describes Kirk and Spock playing a game of chess in the corridor between their quarters. That specific corridor leads to the forward Phasers in the outermost ring. However, all the rooms of the outermost ring have doors connecting them. Any of the other 6 corridors can provide access to the ring. The fan-written story was very good, so I kept that corridor, blocked it off, and put a chess board in there.