# STAR TREK - SCOUT / DESTROYER

LAYOUT: DECK 14, SYMBOLS, etc.

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**DRAWN BY: Jim Botaitis** 

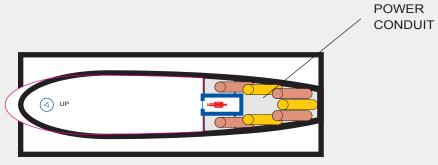


#### **NOTES**

DECK 14 DORSAL

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The Matter-Antimatter Reaction Chamber is located here. The access hatch on Deck 13 is usually closed. This entire level is heavily shielded.



If printed 17 inches tall (from black-outlined edge to black-outlined edge) the scale of these drawings is 1/350.

## **DECK 14: MATTER-ANTIMATTER REACTION CHAMBER**

### **GENERAL NOTES**

#### (continued from previous page)

That red rectangle on the engine nacelle could be an access hatch, or an "Emergency Jettison" hatch. Dialogue in various episodes corroborates the idea of disengaging, discarding, or jettisoning the warp engine nacelles. Dialogue also mentions ejecting the antimatter pod.

The idea of a "Warp Core" came along much later, when the U.S.S. ENTERPRISE was refit for the movies. Will Decker told Kirk, "This is an almost totally new ENTERPRISE." The idea of "ejecting a Warp Core" was introduced in STAR TREK THE NEXT GENERATION. Why try to "retcon" these concepts?

The huge pipes / conduits (visible through the grille behind Engineering) was a set built with forced perspective to suggest immense size. The angled pipes suggest they continue up the pylons. On this ship, the conduits are angled down, along the rear of the dorsal decks.

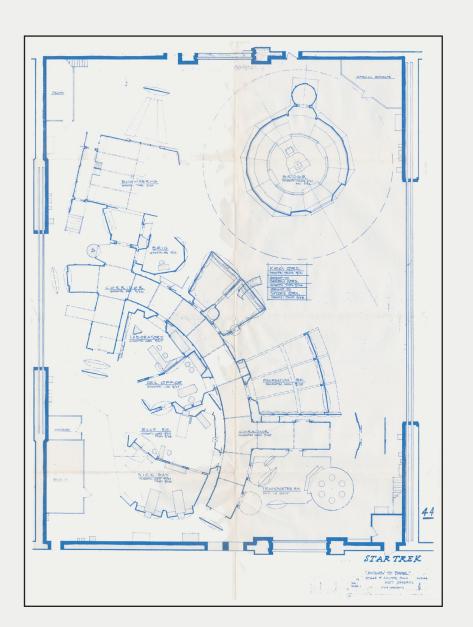
#### Regarding the antimatter:

CASE 1. Collect matter in the engine nacelles, send the matter to Engineering, mix it (in the habitable section of the ship) with antimatter (stored in the habitable section of the ship!), pass the energy through the Dilithium Crystals, then send the energy up to the engine nacelles to create the warp field. CASE 2. Collect matter in the engine nacelles, mix it (in the engine nacelles) with antimatter (stored in the engine nacelles), send the energy to Engineering, pass the energy through the Dilithium Crystals, then send the energy up to the engine nacelles to create the warp field.

In both cases, energy is being transmitted. There is no need to move the fuel too (as in Case 1). Case 1 is unnecessarily complicated. Case 2 is simpler, and as a bonus, the antimatter is kept away from the habitable section of the ship (as Matt and Gene intended).

#### PLAN SYMBOLS

# THE DESILU STAGE AT THE SAME SCALE



00	CHAIRS	MEDICAL DIAGNOSTIC
$\nabla$ 0	TABLES	BED
d⊕D	DINING TABLE	CONTROL CONSOLES
O O	SHOWER, TUB	
	DRESSERS	 ISOLATION DOOF
	BED	CIRCUIT
	ROOM PARTITIONS	BREAKERS
	<ul><li>White circular grille</li><li>Red hexagonal grille</li></ul>	COMPUTERS
O 0	TOILET, SINK	WATER PRESSURE SYSTEM
	LADDERS	LAUNDRY
	STAIRS, RAILING	UNIT
B	WALL and DOOR	WATER PUMP MACHINERY
	AIR CONDITIONING EQUIPMENT	
00000	BATTERIES	HULL THICKNESS AT FLOOR LEVEL (Varies depending on hull curvature

on hull curvature)

ABBREVIATIONS			
CE - CMO - CN - CNO - COO - COO - CON - CS - DC - DN - DO - E - EE - EL - EM - EMS - EO - ES -	AIRLOCK BIO LAB CORRIDOR CHIEF ENGINEER CHIEF MEDICAL OFFICER CHIEF NURSE CHIEF NAVIGATOR'S OFFICE COMMANDING OFFICER COMMUNICATIONS OFFICER'S OFFICE CONVALESCENT WARD CHIEF OF SECURITY DECOMPRESSION CHAMBER DOWN DENTIST'S OFFICE TURBO-ELEVATOR CAR ENVIRONMENTAL ENGINEERING ENVIRONMENTAL SUIT LOCKER TURBO-ELEVATOR MAINTENANCE ENGINEERING MACHINE SHOPS CHIEF ENGINEER'S OFFICE ELEVATOR STANDBY / STORAGE FIRST OFFICER INSPECTION CORRIDOR LABORATORY LANDING LEG LANDING LEG MACHINERY DUTY NURSE DOCTOR'S OFFICE MEDICAL SUPPLIES OBSTETRICS OPERATING ROOM PORT (LEFT) PLACES PSYCHIATRIST'S OFFICE PIPING / WIRING TRUNK STARBOARD (RIGHT) SECURITY OFFICE SECURITY CHIEF'S OFFICE STORAGE TOILET WAITING ROOM TRANSPORTER EQUIPMENT TRANSPORTER ROOM		
• •	TREE, SHRUB		
	FOUNTAIN		
	SANITARY WASTE RECOVERY SYSTEM		
	MATERIAL FABRICATION / RECLAMATION MACHINERY		
	STANDARD GASES		

INNER FACE OF HULL

(Used to show the undercut on Deck 7)