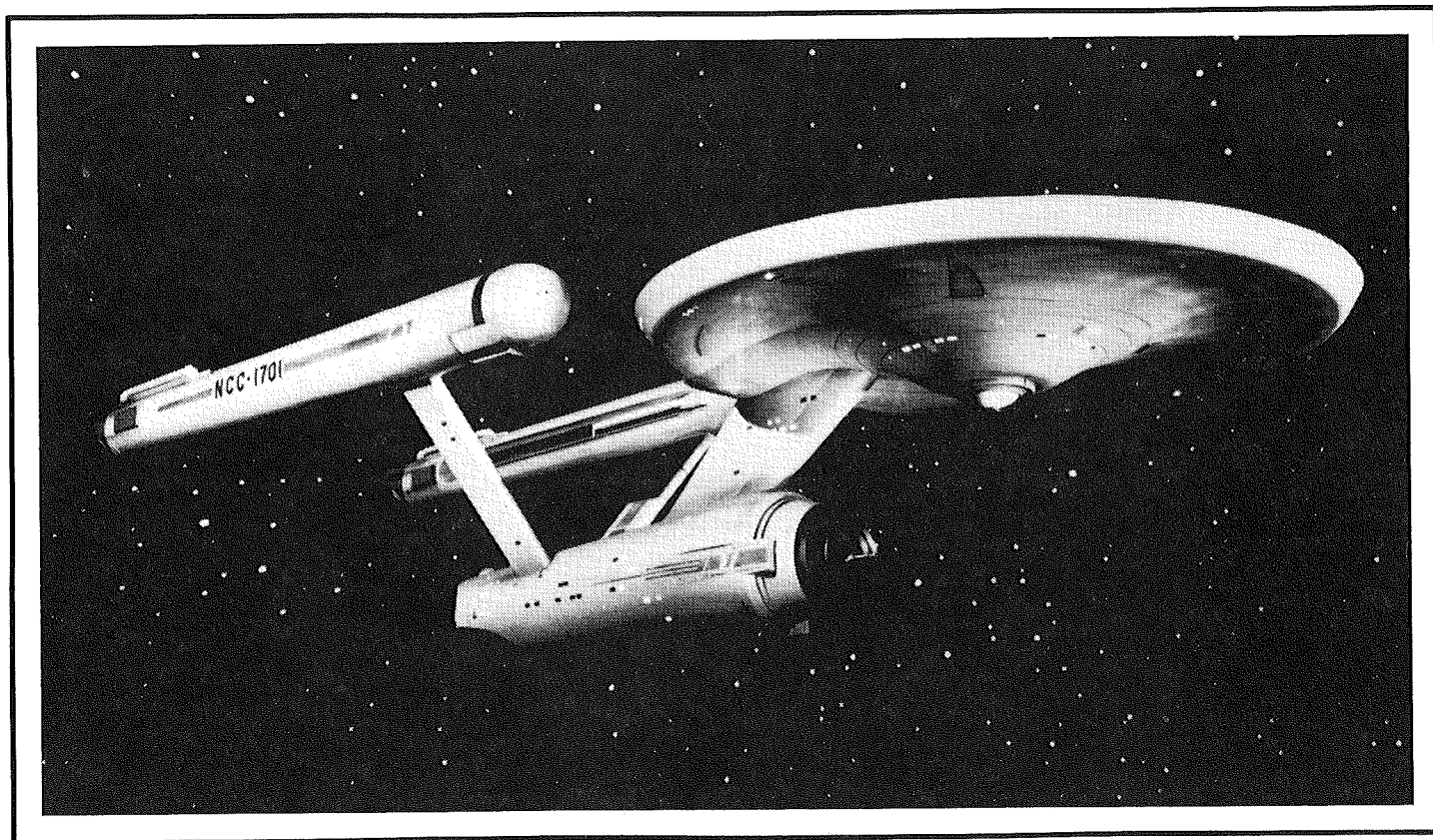


UNITED FEDERATION OF PLANETS STAR FLEET ACADEMY

SHIP RECOGNITION HANDBOOK FRIENDLY POWERS UFP STAR FLEET CONSTITUTION CLASS HEAVY CRUISER



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UNITED FEDERATION OF PLANETS
STAR FLEET ACADEMY
SHIP RECOGNITION HANDBOOK
FRIENDLY POWERS
UFP STAR FLEET
CONSTITUTION CLASS HEAVY CRUISER

For use with ship recognition deck plans--Constitution class heavy cruiser

DIMENSIONS

Overall length	289 m
Overall width	127 m
Overall height	73 m
Deck ceiling height	2.5 m
Weight (empty)	190000 metric tons

MOBILITY DATA

Max safe cruising speed	WF 6
Emergency speed	WF 8

ARMAMENTS

Phasers	3 banks of 2 Mounted upper main hull (P/S) and lower main hull (fwd center)
Photon torpedoes	2 tubes Mounted upper main hull (top bubble fwd)

OTHER FEATURES

Transporters	
6-person standard use	4
22-person emergency	5
Cargo	2
Shuttlecraft	6 (More than minimum number may be carried, at Captain's discretion.)
Tractor Beams	
Lower secondary hull (fwd)	1
Main propulsion	
Warp nacelles	2 (P/S)
Impulse drive	1 (aft decks 6 & 7)

EMERGENCY SEPARATION

Under extreme circumstances, it is possible to separate the saucer-shaped main hull from the dorsal connector/engineering hull combination and operate both sections independently at sublight speeds. Such separation has never taken place during the active service of the Constitution class heavy cruisers, but it could be done in case of dire emergency.

To implement separation, the ship must first slow to sublight speed. If performed as part of an abandoned ship situation, the crippled portion of the ship is evacuated into the other section. The sections are then separated by activation of explosive bolts at the joint.

The saucer-shaped main hull is then controlled by the regular bridge while the secondary hull (with dorsal, and warp pods) can be controlled from the auxiliary bridge forward on deck 19.

After separation, the saucer can maneuver at up to .96 lightspeed on the main impulse engines located at the aft end of the saucer. This hull does not contain warp engine pods, and so does not have sufficient power to operate combat shielding. (Anti-collision shields are run off battery power.) Phaser weaponry is likewise powerless, but photon torpedo tubes can be armed once each without exhausting power reserves.

The separated secondary hull has full available warp pod power for shielding, but no weapons are mounted on the secondary hull. It is not capable of warp speed, since the structural integrity of the ship has been compromised somewhat by separation. The ship can proceed, using warp power, at up to .98 lightspeed, however.

The secondary hull is capable of full self-destruct, since it has the warp nacelles. The primary hull can initiate self-destruct powerful enough to atomize itself, but no damage from this type of explosion is likely to be taken by nearby shipping.

Once separated, the two sections cannot be re-joined, short of the use of major shipyard facilities or specially-equipped workcrews from such a facility.

CREW COMPLEMENT

COMMAND	43
ENSIGN GRADE	387
TOTAL	430

HULL NUMBERS AND NAMES

(Only 13 of these vessels have been built so far. More may be commissioned. 4 have been destroyed at the time of this writing. These are marked below as *. Construction of replacements for these vessels is underway, and they will most likely be commissioned with the same names as the originals.)

CONSTELLATION	NCC 1017 *
CONSTITUTION (Class)	NCC 1700
DEFIANT	NCC 1764 *
ENTERPRISE	NCC 1701
EXCALIBUR	NCC 1664 *
EXETER	NCC 1672
FARRAGUT	NCC 1647
HOOD	NCC 1703
INTREPID	NCC 1631 *
LEXINGTON	NCC 1709
POTEMKIN	NCC 1702
REPUBLIC	NCC 1373
YORKTOWN	NCC 1717

GENERAL NOTES

- 1) Crews consist of officer grades only. These are the elite of Star Fleet. All crewmembers rank Ensign or above.
- 2) Crews on most ships generally run 1/4 to 1/3 female.
- 3) Crews generally are drawn primarily from one race. Usually less than 2% are from other Federation races. This is to establish a cohesive social environment and to minimize the number of separate environments, medical supply stocks, and food stocks that must be carried.
- 4) Ship's duties to include:
 - A. Investigation/exploration of unknown worlds/civilizations.
 - B. Providing aid to established colonies.
 - C. Acting as a diplomatic envoy of the Federation.
 - D. Enforcing trade laws.
 - E. Acting defensively if need be in it's assigned sector.
 - F. Operating independently of higher authority when needed.

DECK DESCRIPTIONS

MAIN HULL

DECK 0: Sensors

Sensor equipment is located here under a dome. Access is through the ceiling of deck 1. This equipment supplements readings received from the main dish.

DECK 1: Bridge

Center deck

This central 'command area' is built lower than the surrounding deck. The ship's captain's command chair is swivel mounted so that he/she may swing to observe any station on deck. The chair arm-rests contain controls for the ship's log, computer access, and ship intercom.

Immediately in front of the captain's chair are the helm (port) and navigation station (starboard). Their combined panels have controls for ship's weaponry, deflectors, and navigation.

Surrounding this central area is a raised platform containing 8 work stations. Starting at the turbo-lift doors and moving counter-clockwise these stations are:

COMMUNICATIONS: Contains controls for all forms of communications, external and internal. Access to computer banks makes cross-reference possible for various forms of communications, in addition to access to all known codes used by any and all life forms. Internal communications can be to any individual station or room in the ship, several at a time, or ship-wide communications.

SCIENCES/COMPUTER: Controls all sensor information received. Virtually any type of data is capable of being received via sensors. Data received is analyzed, evaluated, and stored in the ship's computer. This computer

stores an enormous amount of information (see Computer section of STAR TREK: The Role-Playing Game rules) on almost any topic. Information obtained from the computer can be fed to any viewing screen or intercom station on board. The small hooded viewscreen to the left of the station (as you look at it) is capable of presenting any visual data stored including photos, graphs, tables, etc. A standard private reception earplug provides audio data from various sources (many courtesy of the communications station). All data (visual and audio) is stored on molecular stasis record chips.

NAVIGATION SUBSYSTEMS STATION: Provides visual readout on all navigational equipment and systems on board. This station is normally manned (by the assistant chief navigator) only when the ship is on alert status.

WEAPONS SUBSYSTEMS STATION: Monitors all weapons (offensive) systems and subsystems. Normally manned only during an alert by the weapons officer.

WEAPONS SYSTEMS STATION: Monitors all systems relating to defense, including deflector screen. Normally unmanned.

MAIN VIEWSCREEN: Not a manned station. This is a large video screen facing the helm/nav/command complex but easily seen by most bridge personnel. Through use of exterior and interior monitors, drone monitors, and transmissions from other vessels and bases, visuals are projected here electronically for the bridge personnel's use. Normally the view is in the direction of travel. A 360 degree view is possible, however. Magnification is possible up to about 1000 x normal.

ENGINEERING SUBSYSTEMS: Provides readouts on all subsystems. Normally unmanned.

ENVIRONMENTAL SYSTEMS: Monitors all environmental systems of the ship. Any changes in gravity, atmosphere, etc. are controlled and changed from here. Normally unmanned.

ENGINEERING: All engineering systems are monitored here. All power generation and channeling is controlled at this station. Manned by the Chief Engineer when his duties do not require his presence elsewhere.

DECK 2: Sciences

Forward deck, port to starboard

CHEMISTRY LAB
ENERGY LAB

Center deck, port to starboard

BIOLOGY LAB: Used to study new life forms encountered.

GEOLOGY LAB: Used to study geological and structure of natural bodies encountered. This lab is used in conjunction with the adjacent energy lab to analyze new possibilities of fuel.

Aft of center, port to starboard
SCIENCE OFFICER'S OFFICE
ION LAB

Aft deck

PHYSICS, UPPER LEVEL The lab on deck 3 extends upward into this area.

DECK 3: Science labs

Forward deck

PHOTON TORPEDO BANK: 2 photon torpedo tubes and firing apparatus. Working clockwise.

BOTANICAL LABS: Besides studying new forms encountered, studies are conducted for more efficient plant life to be used in hydroponics for oxygen generation.

STORAGE: For lab equipment.

COMMUNICATIONS: Backup for bridge; acts as a switchboard for routine internal communications.

PHYSICS: Lower level of lab.

COSMOLOGY LAB

SPECIAL STUDIES: Used for any purpose deemed necessary by the Science Officer. May be used by a task force composed of personnel from many different labs and/or off-board scientists. In this instance the lab would be used as a general lab/conference/briefing facility for a group studying a special problem, such as an unknown creature or disease threatening a planet. Also used as a classroom for ship personnel.

DECK 4: Quarters

Center deck

CONFERENCE ROOM: For the use of junior officers and passengers on this deck, and for bridge personnel use.

In a ring around, as shown.

STATEROOMS: For the use of junior officers and important passengers requiring double occupancy.

Surrounding these are water storage tanks, pumps, and associated machinery.

DECK 5: Officer's quarters

(These will be dealt with in rings, starting at the center with number 1)

Ring number 1

LOUNGE AREA: Intended for senior officers, but by long-standing tradition open to any crewmember or visitor. Food service slots for snacks, drinks, etc. are present, as well as viewscreens for entertainment channels or video games.

Ring numbers 2, 3, and 4

STATEROOMS: Single occupancy rooms are for Senior Officers (Captain, Science Officer, First Officer, Chief Medical Officer, Chief Engineer, etc.) and VIPs. Double occupancy are for Junior Officers and passengers. Exact placement of specific officers' quarters varies from ship to ship.

Outer rings

MACHINERY, BATTERIES, PHASER BANK ROOMS (port and starboard upper), AIR CONDITIONING, ETC.

DECK 6: Crew quarters

Aft deck

IMPULSE ENGINES: Extends down into deck 7

ENGINEERING/IMPULSE: Equipment, controls for impulse engines. Extends down into deck 7.

ELEVATOR MAINTENANCE SHOP: This area contains equipment for repair and maintenance of turbo-elevators. Computerized controls exist here for monitoring all elevator functions. Cars can be recalled here or sent to any location on a priority basis, overriding local elevator control.

Remainder of deck

STATEROOMS Double occupancy staterooms for crew. These occupy the majority of the 7 rings on this deck.

MESS ROOMS: Occupy center core of deck. Food is delivered via a small turbo-lift from food service facilities. This smaller lift runs parallel to normal-sized turbo lifts through the ship. Since crew operates in 3 shifts around the clock mess rooms are used in shifts. Crew is able to more or less eat when they please during their shift, however. Those desiring to do so may get food from the various outlets scattered around the vessel (adjacent to turbo lift doors and in some lounges). They may then eat in their rooms or, when necessary, at their duty station.

LOUNGES: Scattered throughout the ship. These small lounges allow for crew interaction on a small scale. These small lounges contain video and musical equipment, reading material on monitors (some locations have printers to produce hard copy), and other small-scale leisure equipment (such as games). Many activities are set up, with tri-dimensional chess playoffs, bridge tournaments, and other competitive activities quite popular. Inter-divisional competitions are quite popular. Many crew members use the lounges for informal gathering places to play musical instruments and have sing-alongs.

BRIEFING ROOM: A small room used for crew instruction, meetings, small hearings, etc. In use almost around the clock, as instruction in all areas is strongly encouraged. Classes are held as refreshers, to impart new information, and for anyone just plain interested in broadening his/her horizons. Not all of the classes held are of a "practical" nature. Informal courses in tri-dimensional chess, literature music, etc are also held. Crewmembers with specialized knowledge can get special duty arrangements if they are willing to teach what they know. These rooms can also be reserved for private use by small groups.

DECK 7: Main deck

Forward deck

SENSOR/DEFLECTOR EQUIPMENT

Aft deck

IMPULSE ENGINES: From deck 6.

Center Core

SHIP'S COMPUTER: Memory banks for the ship's computer. Extends down into deck 8. These are the most extensive memory banks on board a vessel in Star Fleet. They contain the entire knowledge of the Federation.

EMERGENCY BRIDGE: Used if the main bridge (deck 1) is out of commission due to damage or malfunction.

(The remainder of this deck is dealt with in 'rings', with ring 1 being the innermost. Descriptions will start with the room farthest forward, then proceed clockwise.)

Ring 1

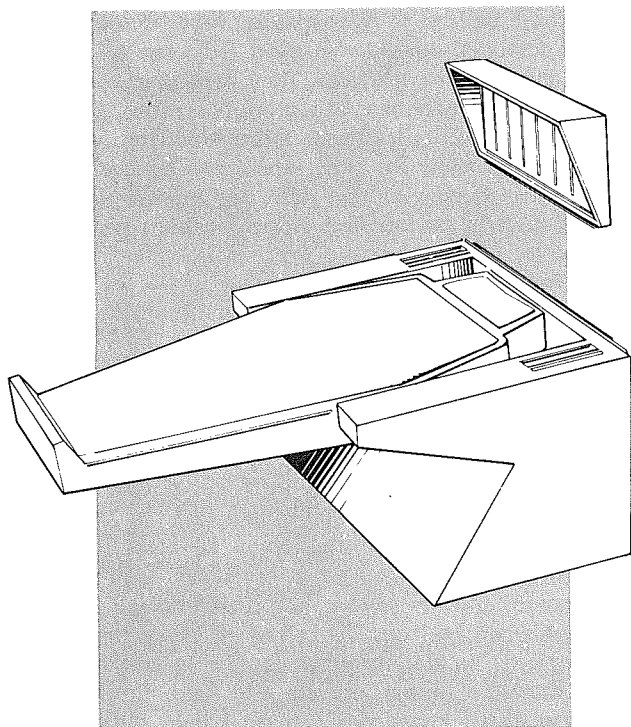
HEAD

MEDICAL LAB Used for research and tests in the medical department.

CHIEF SURGEON'S LAB: Used primarily by the Chief Surgeon and his assistants for research and studies.

OPERATING ROOM/EXAMINING ROOM: Used to examine badly injured personnel, and for surgery.

INTENSIVE CARE UNIT Used to monitor critically injured or ill. Each bed unit has built-in monitors. (See STAR TREK: The Role-Playing Game medical section)



HEAD

MEDICAL SUPPLIES STORAGE

CHIEF SURGEON'S LAB: Used primarily by the Chief Surgeon and his assistants for research and studies.

CHIEF SURGEON'S OFFICE

OPERATING ROOM/EXAMINING ROOM

INTENSIVE CARE UNIT

Ring 2

CONVALESCENT WARD: For the recovery of critical patients.

HEAD

CONVALESCENT WARD

THERAPEUTIC BATHS

HEAD

STATEROOM: For Medical personnel

DENTAL UNIT (3 Rooms)

OBSTETRICS

SHIP'S CAPTAIN'S OFFICE: Reception area outside in the smaller room. This is the office used when Captain is not on the bridge or in his quarters. Used for formal individual or small meetings. He will normally use the outer office of his quarters for informal talks. Has a private bathroom.

CHART ROOM: A holdover from the non-electronic/computer age. Although all navigational data is stored in the computer, the old naval tradition of a chart room still is strong. This room contains hard copies of navigational charts. This room has facsimile equipment to reproduce charts and maps, and a viewscreen.

CHIEF NAVIGATOR'S OFFICE

STORAGE

BIO-CHEMICAL LAB

DOCTOR'S OFFICE (2)

MEDICAL RESEARCH LAB Acts as a general purpose medical lab for all types of studies connected to this department.

MEDICAL RECEPTIONIST

MEDICAL SECTION WAITING ROOM

NURSE'S QUARTERS/OFFICE

HEAD

CONVALESCENT WARD

HEAD

CONVALESCENT WARD

Ring 3

VISICOMS: These "visual telephones" can be used to contact any area of the ship, or even to record personal messages to be beamed home. Messages are stored by the computer and sent out at regular intervals under the control of the ship's computer and the Chief Communications Officer.

STATEROOM

HEAD

STATEROOM

TRANSPORTER ROOM NUMBER 2: 6-man transporter

TRANSPORTER ROOM NUMBER 4: 6-man transporter

CHAPEL: Used for religious services, weddings, memorial services, etc.

STATEROOMS: (3) These, directly across from the Captain's office, could be used for VIP's.

BRIG: Consists of 10 cells, all with force-field protective doors (non-solid).

MESSROOM/WAITING ROOM: Used for security personnel on duty.

SECURITY OFFICE: Used by whomever is in charge of security detail on the current watch.

BRIEFING ROOM: This is a briefing room used primarily by bridge personnel and medical department. Used also as a staging area for personnel about to use the transporters for last-minutes instructions. Used also as a de-briefing area for landing parties.

TRANSPORTER ROOM NUMBER 3: Transporter normally used on most vessels for landing parties.

TRANSPORTER ROOM NUMBER 1: 6-man transporter.

MESSROOM: Used primarily by medical personnel.

LIBRARY: Although most stations have monitors to access the ship's computer, most single staterooms do not. Therefore, personnel may be found here at almost any time, studying. Also, privacy not easily obtained in the lounges is available here. Printers to obtain hard copy are also located here.

EXECUTIVE OFFICER'S OFFICE: Used by the second in command.

Ring 4

CARGO HOLDS: Used for bulk storage of liquids and other bulk storage. Occupies the entire ring except for:

SMALL ARMS ARSENAL: Located directly aft/port of the BRIEFING ROOM/SECURITY OFFICE. This room is normally locked and guarded, either by personnel or monitor.

Ring 5/6

Consists of double-occupancy staterooms and lounges.

DECK 8: Entertainment/Recreation

Center core

SHIP'S COMPUTER BANKS: From deck 7.

Forward deck

22-MAN TRANSPORTER: Used for emergencies only, such as abandoning ship.

Aft of this, moving clockwise

LOUNGE

RECREATION CENTER: Through the use of holographic projections and other complicated scenery, it is possible here to 'cure homesickness' to some extent. The machinery is capable of producing, with the help of the ship's computer, realistic simulations of the sky, wind, vegetation, animals, etc. of the user's home planet, or any other setting desired. Normally, a setting is kept simulating a park-like environment associated with the main crew complement's home world(s). This equipment could be dangerous in the wrong hands (or if it malfunctions), as it is quite capable of creating deadly environments, such as an Earth blizzard, hurricane-like winds, even a flood. This area is constantly monitored by the ship's computer to avoid such problems.

22-MAN TRANSPORTER

SHIP'S LAUNDRY: Takes clothing and breaks them down into original components, extracts foreign matter, then recreates the item in the needed shape and size. The ship's computer stores sizes, so clothing is always immediately available.

FOOD PREPARATION FACILITIES: Automated food preparation for the ship. Food is sent via small turbo-lifts to the entire ship. Almost any type of food or drink

can be recreated here, with a menu of thousands of items from all over the Federation.

22-MAN TRANSPORTER

GYMNASIUM: A large room, complete with equipment, showers, and lockers. Besides allowing crew members to work out on their own, mandatory classes are held to keep personnel in shape. This area has local gravity controls for simulation of high-gravity worlds or zero-G combat exercises.

ENTERTAINMENT FACILITY: For large group activity, such as receptions, movies, etc. Holographic facilities are used here also, really making the viewer a part of the story. Holographic projected 'mail call' is done here also.

Outer ring

**AIR CONDITIONING EQUIPMENT
FRESH WATER STORAGE**

DECK 9: Fabrication

Center core

MATERIALS RECLAMATION FACILITY: All material thrown away is channeled through here to be broken down into components. From here components go to bulk storage or fabrication units for manufacturing.

Ring Number 1

Stbd/Fwd

ORGANIC FABRICATION

Stbd/Aft

NON-ORGANIC METALLIC FABRICATION

Port/Aft

SANITARY WASTES RECOVERY SYSTEMS: All wastes are brought here for recycling. Nothing is wasted aboard ship.

Port/Fwd

NON-ORGANIC NON-METALLIC FABRICATION

Outer ring

RAW MATERIALS STORAGE

DECK 10: Cargo

Aft deck

CARGO TRANSPORTER (See STAR TREK: The Role-Playing Game rules on transporters.)

Remainder of deck

**CARGO HOLDS
RAW MATERIAL STORAGE**

DECK 11: Auxiliary Fire Control

Center deck

AUXILIARY FIRE CONTROL: From this location, phaser weaponry can be fired manually, in case equipment allowing remote firing from the bridge is damaged.

Forward deck

FORWARD PHASER BANK

Remainder of deck

RAW MATERIAL STORAGE

DECK 11A: Lower sensor platform

SENSOR EQUIPMENT

DECK 9—DORSAL

AUXILIARY MACHINERY ROOM

OBSERVATION LOUNGE: These occupy most of the small dorsal decks. Having 'windows' to outside, these are popular informal gathering areas.

DECK 11—DORSAL

OBSERVATION LOUNGE

DECK 12—DORSAL

CAPTAIN'S VERANDA. An observation lounge used by the command officers, especially for guests and dignitaries.

DECK 13—LOUNGE

DECK 14—DORSAL

LOUNGE (Central)
STORAGE (Outer)

SECONDARY HULL (ENGINEERING HULL)

DECK 15: SECONDARY HULL STRONGBACK

Center of hull (Fwd to Aft)

SENSOR EQUIPMENT ACCESS: Access to main sensor dish equipment is through here.

VISICOMS

DORSAL AND SECONDARY HULL AIR CONDITIONING EQUIPMENT

Outer structure is support pylons, water tanks, and dorsal connectors:

DECK 16: Medical/Warp Engineering

Forward deck, port to starboard

HEAD

DENTAL OFFICES

DOCTOR'S OFFICE

MEDICAL RESEARCH LAB

STORAGE LOCKER

Continuing Aft, Stbd of corridor
STORAGE

Port of Corridor
OPERATING/EXAMINING ROOM
INTENSIVE CARE UNIT

Aft of Medical Unit
MAINTENANCE SHOPS (8): Used by engineering

for all types of repairs. Some oft-used parts are stored here, although fabrication units can produce most items as needed.

Aft of Dental Offices, stbd side of corridor

RECEPTION/NURSES STATION

CONVALESCENT WARDS (2)

TURBO-ELEVATOR REPAIR SHOPS: Lift units are brought here for repair and storage.

Port side of corridor

MEDICAL STORAGE

MEDICAL OFFICE: Usually the Assistant Chief Surgeon.

PRIVACY ROOMS: Used for private meditation.

Aft of turbo repair

ENGINEERING COMPUTERS: Although a part of the main ship computer, separate facilities are maintained for easy access by engineering department.

Aft of shops/computer

WARP ENGINEERING: Controls and panels for both warp engines. Aft of this is access to Jeffries tube to engines. Support pylons for warp drives connect here.

Aft deck

UPPER HANGAR DECK/HANGAR DOORS: This extends down 3 more decks.

DECK 17: Crew quarters

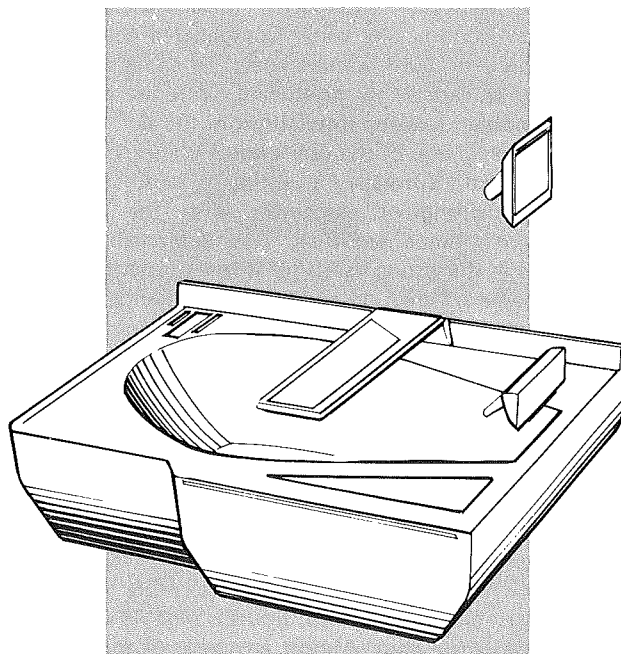
Forward deck, port to starboard

MESSROOM

BOTANICAL: Opening from deck 18 for tall vegetation.

Center deck

STATEROOMS: 12 double occupancy quarters for personnel assigned to medical/engineering in this hull.



Outer deck, port and stbd, fwd to aft

MESSROOM

ENVIRONMENTAL SUIT LOCKERS: These are scattered throughout the ship on most decks.

STORAGE

Aft deck

OBSERVATION GALLERY: Observation area for shuttle facilities. This area oft times is crowded with off-duty personnel when shuttles are in use, as minor diversions are welcome at times.

CONTROL TOWER: (One each side) Operation of shuttle bay doors, shuttle elevator/turntable, atmosphere control, and cargo handling in the bay are handled from here.

DECK 18: Botany/quarters

(Fwd of deck is main sensor array)

Forward deck, port to starboard

HYDROPONICS LAB: Fresh fruit and vegetables, along with various other plants are grown here. There is no possible way enough food can be grown on board for the entire crew; the truth is, most crew members are not used to this type of food anyway. However, some food is grown for special occasions, as are flowers for use in weddings, etc. This section is manned by personnel from the botanical section. There is space devoted on a request basis for hobbyists.

BOTANY SECTION: (Lower level) Used to maintain plant life for study or transport.

Center deck, Port

MESSROOM

LIBRARY

ENVIRONMENTAL SUIT LOCKER

Aft deck

SHUTTLECRAFT HANGAR (open)

DECK 19: Bridge, Hangar

Forward deck

BRIDGE/SHIP'S COMPUTER: Duplicate of primary hull bridge/computer. Used when secondary hull operates independently of main hull.

Aft of BRIDGE, port to starboard

BRIEFING ROOM: Used primarily for personnel using shuttlecraft.

STATEROOMS

Center deck

STATEROOMS (To shuttle deck)

Outer hull, port side

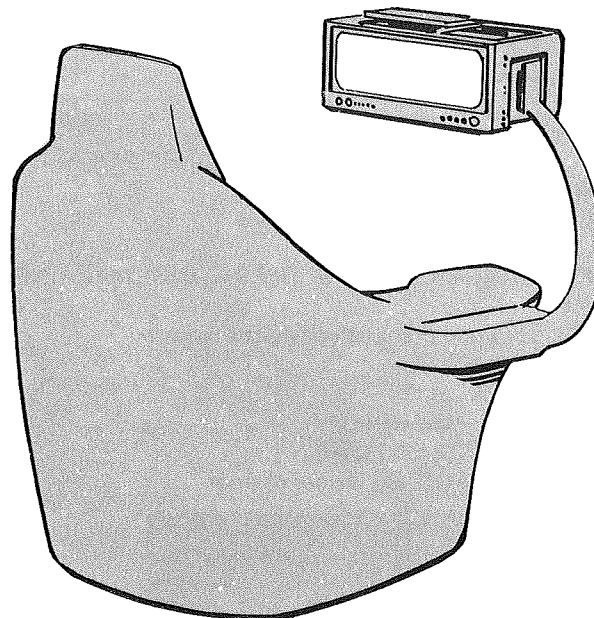
BRIG

SECURITY SECTION

SMALL ARMS ARSENAL

STORAGE

ENVIRONMENTAL SUIT LOCKER



Outer hull, stbd side

STORAGE

STORAGE

ENVIRONMENTAL SUIT LOCKER

Aft deck

HANGAR DECK: Located center is elevator/turntable to lower deck. This ship class carries 6 shuttlecraft, normally stored below this deck. Usually at least one shuttlecraft is ready for takeoff at all times.

DECK 20: Recreation/shuttle maintenance

Forward deck

SUN DECK: Relaxation area for off-duty personnel, used to 'get a tan'. This deck is not, of course, actually exposed to radiation from outside the ship. Sunny tan-producing conditions are simulated with safe ultraviolet lighting disguised with holograms.

POOL: Full-size swimming pool (18.3 m) available for use by aquatic alien races such as the Aquans of Argo.

Aft of pool, port

RECREATION AREA: As in main hull.

Aft of pool, stbd

SHOWER ROOMS

LOCKER ROOMS

GYMNASIUM

Center deck, port to starboard

STORAGE
ENVIRONMENTAL SUIT LOCKER
STORAGE BATTERIES
STORAGE BATTERIES
ENVIRONMENTAL SUIT LOCKER
STORAGE

Aft deck, fore to aft

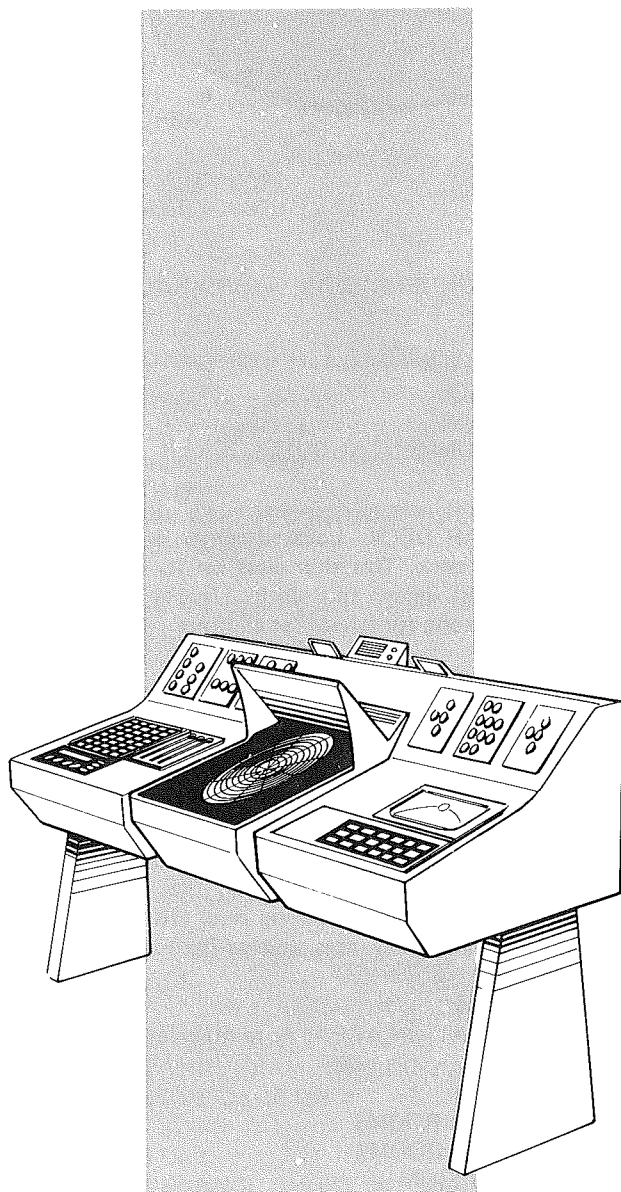
SHUTTLECRAFT MAINTENANCE AREA: Repair area with shops and parts storage.

STORAGE
CARGO HOLDS
HANGAR DOORS OPERATING MACHINERY

DECK 21: Food preparation, shuttle storage

Forward deck

POOL MACHINERY
POOL (Second level)
STORAGE: Both sides of pool



Center deck, fwd to aft, port to starboard

SHIP'S LAUNDRY
MATERIALS RECLAMATION FACILITY
FOOD PREPARATION: Supplements primary hull facilities in addition to serving secondary and dorsal hulls.

Aft deck

SHUTTLECRAFT STORAGE AREA: Home to shuttles when not being serviced or on "standby".

DECK 22: Fabrication

Forward deck, port to starboard

SANITARY WASTES RECOVERY
22-MAN TRANSPORTER (Emergency use only)
ENVIRONMENTAL SUIT LOCKER
MANUAL FOOD PREPARATION: Used by those personnel wishing to prepare food without the aid of the food preparation machinery. Available to those hobbyists who like to cook.

MESSROOM: For food prepared manually.
22-MAN TRANSPORTER
ENVIRONMENTAL SUIT LOCKER

Center deck, port to starboard

RAW MATERIALS STORAGE: along port side.
ORGANIC FABRICATION
NON-ORGANIC NON-METALLIC FABRICATION
REFRIGERATED AND FROZEN MATERIALS
STORAGE: Along all of stbd side.

Aft deck

STORAGE: As per rest of deck
NON-ORGANIC METALLIC FABRICATION

DECK 23: Cargo, storage

Forward deck, port to starboard

STORAGE
TRACTOR BEAM MACHINERY
STORAGE

Rest of deck, except for aft, is STORAGE

Aft deck

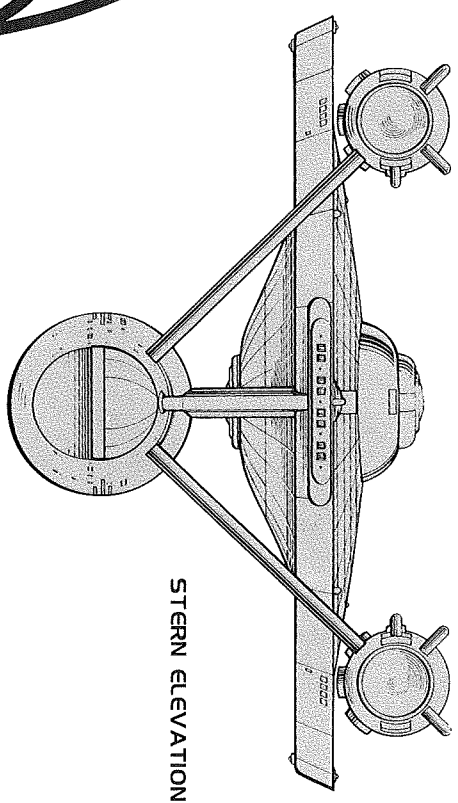
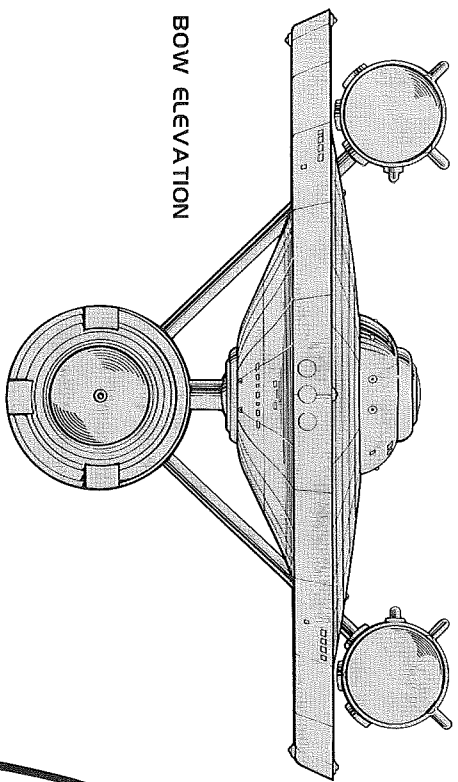
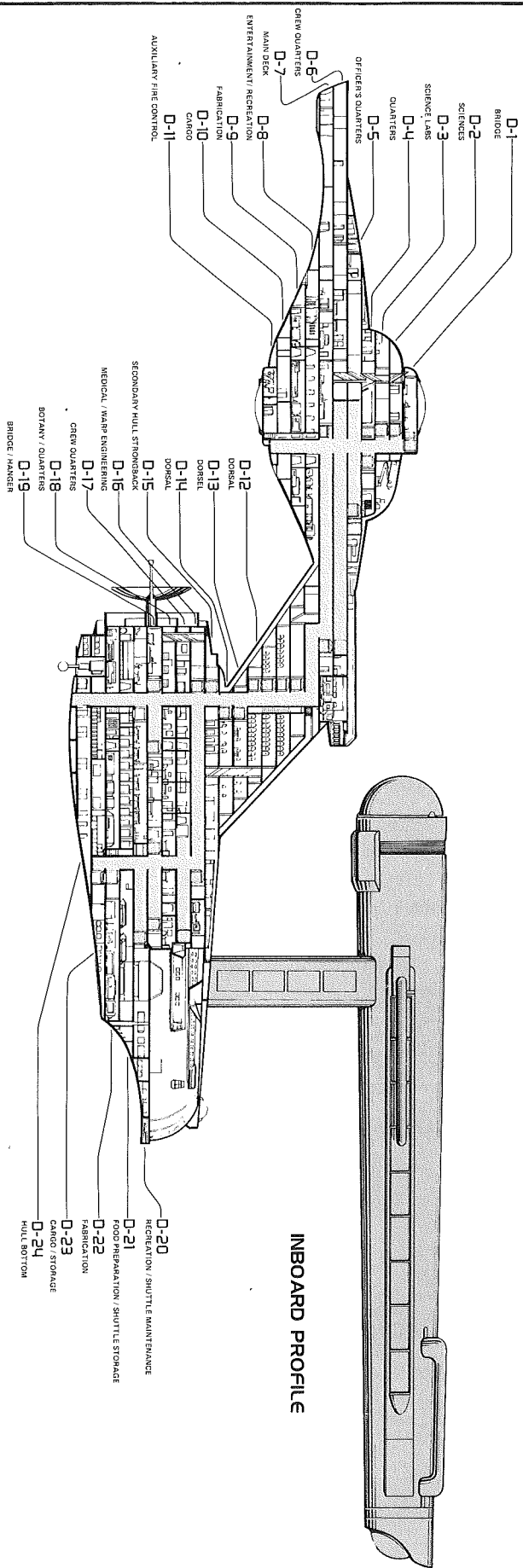
CARGO TRANSPORTER

DECK 24: Hull bottom

Forward deck

TRACTOR BEAM PROJECTOR

Rest of deck is storage, cargo holds.



U.S.S. ENTERPRISE
 Constitution Class Heavy Cruiser
 Sheet 2 of 9 Side R