



# Deck Plan

Above each deck there is an inserted ceiling with a height of 2m, including Jeffries tubes.

\* = exception, without an inserted ceiling above

Module	Overall Height	Deck No.	Diameter	Height	Rooms
Habitat Module	6 m	1	15 m	6 m*	OPS, Captain's room, conference room
	25 m	2	38 m	2,40 m	Officer's quarters, Captain's quarter, representative's room, Casino, family quarters, sensors
		3	41,50 m	2,40 m	Junior officers quarters
		4	45 m	2,40 m	Sickbay, Counselor, Transporter room 1
		5	48,50 m	2,40 m	Crew quarters
		6	52 m	2,40 m	Crew quarters, family quarters
Main Module	30 m	7	98 m	3 m	Capsule entries (with airlocks), service pool
		8	107 m	3 m	Botanical garden
		9	116 m	3 m	Hydroponic garden
		10	125 m	3 m	Crew quarters
		11	134 m	3 m	Crew quarters, lounge "Hot Spot"
	12	142 m	3 m	Science labs, Kindergarten, School	
	17 m	13	150 m	15 m	Hangars, freight rooms, shuttle bays, main transporter room, sensors, tractor emitter, weapons
9 m	14	122 m	7 m	Freight rooms, transporter systems, holodecks, computer core	
Funnel	19 m	15	71 m	6 m*	Engine room 2, emergency OPS, sensors, life support systems, aux. computer core
		16	59 m	2,40 m	Security, prison
		17	47 m	2,40 m	Sports facilities, swimming pool
		18	35 m	2,40 m	Library, arena / theater
Bottle-neck	19 m	19	23 m	3 m	Conference rooms, lounge
		20	30 m	3 m*	Banquet hall
		21	30 m	3,50 m	Civilian quarters, apartments, civilian security, Transport Agency V-III
		22	30 m	3,50 m	Civilian quarters, apartments, civilian doctor
Promenade Deck	7,50 m	23	82 m	5,50 m	Shops, restaurants, bars, holo suits, amusement etc., transporter room 3, gateway to dome park
Neck	4,50 m	24	23 m	2,40 m	Civilian quarters, apartments
Ring Section	9 m	25	26 m / 70 m	2,40 m	Platforms with docking ports, quarters, transporter room 4, sensors, weapons, dome with park.
		26		2,40 m	Small platform deck 25: Embassies
Main Engine Room	11 m	27	20 m	2,40 m	Engineering
		28	65 m	6 m	Power station, auxiliary computer core