

KLINGON D7 BATTLECRUISER DECK PLANS FILE

These plans were originally prepared to assist in the writing of the story *DUTY, HONOR, EMPIRE* published in *Captain's Log #35*. At one point, we considered publishing them in that issue, but lacked sufficient space, and, frankly, the guy who did the plans (Steve Cole) thought they were too "preliminary" (more of a schematic than the kind of true Art that Nick Blank does) for publication.

As the story developed, more complete plans of key areas were drawn to use as illustrations in the story. These are also included, and where they contradict the earlier plans, the later plans are considered definitive.

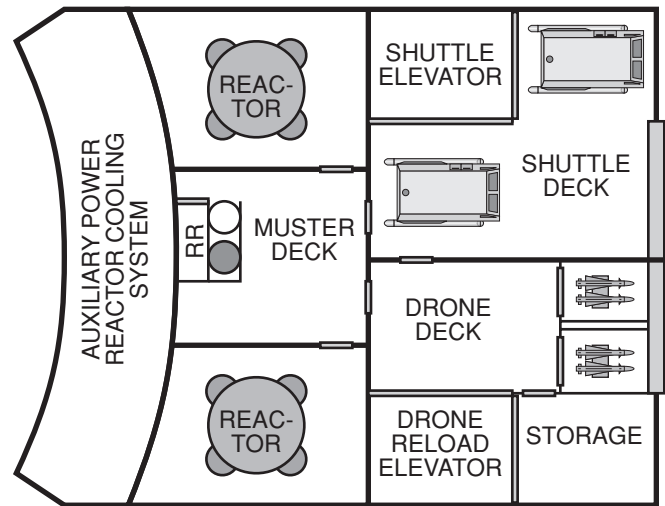
These plans are loosely based on a set of plans published many decades ago, which showed previously unknown details about the D7, including the phasers and drones never seen on television. Development of the Star Fleet Universe since that time has made many aspects of the original plans obsolete, and when we finally have a publishable set of these plans, they will be at considerable variance from the older plans.

We are making these plans available on our web site to assist those who want to fully understand the development of the story.

REAR HULL, DECK 1 (HANGAR DECK)

The original design of the D6 and D7 cruisers did not include drone racks, which replaced two of the original four shuttles. (The centerline bulkhead was a later addition to prevent chain reaction explosions.) This results in "leftover" design elements, such as the portside shuttle elevator being far larger than would be needed for drones. Even in later production ships, however, this feature was retained due to production efficiencies and operational flexibility, the only concession being to turn the empty "parking spot" into a storage locker. The "Muster Deck" is used to handle passengers embarking from or on the shuttlecraft.

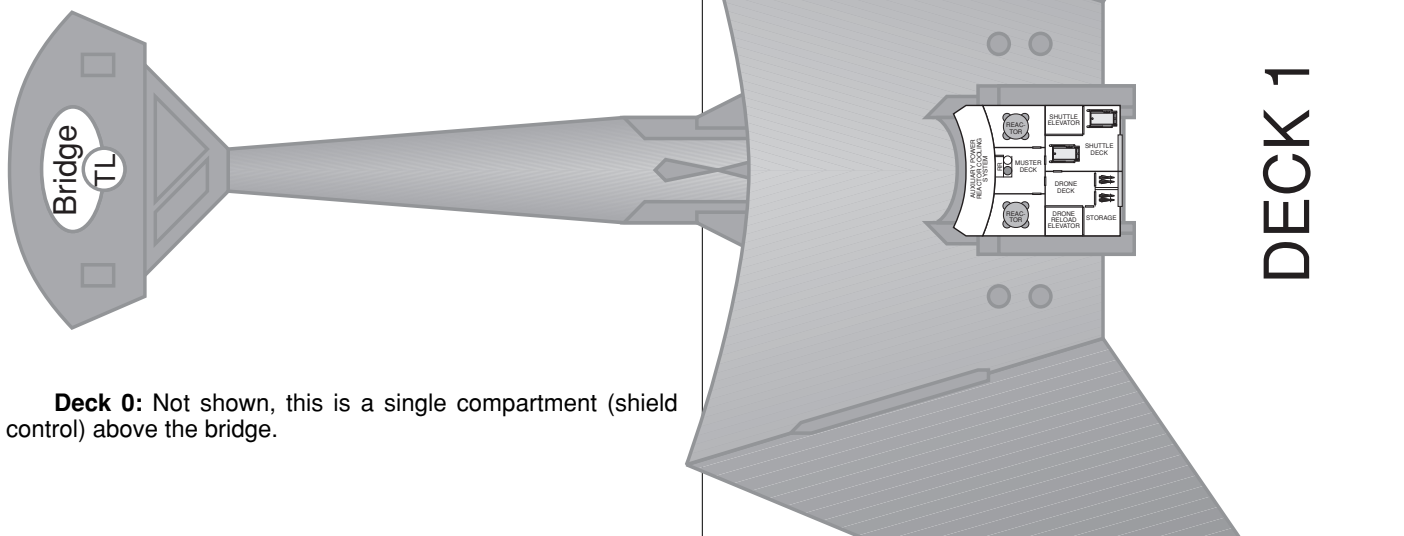
While it would seem that additional shuttles could be inserted (on this deck or the one below), the need to move the shuttlecraft



around to launch one or the other, move one to the deck below for repairs, or to turn them 180° for launching (not strictly necessary), requires a certain amount of "empty" deck space. In a military emergency, additional shuttles could be embarked by storing them inside the elevators or on the handling deck (below). This would impose severe operational restrictions (the shuttles would have to be launched in the reverse of the order they were landed). Note that the shuttle elevators have two doors (side and rear) on this deck as opposed to only one on the handling deck.

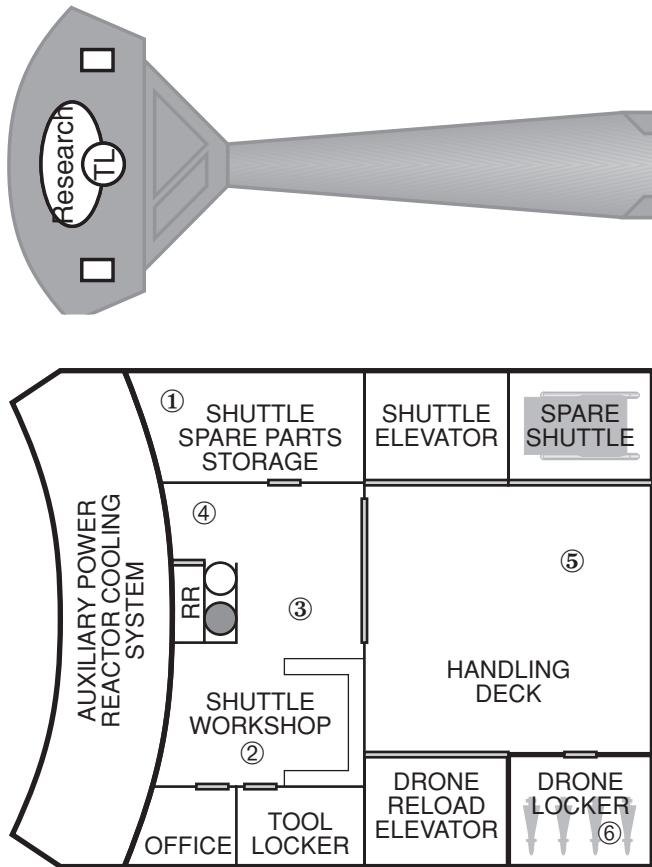
The "empty" space forward of the drone racks is needed to handle spare drones being reloaded on the racks.

The two huge reactors provide backup power. On the D6 class, these are of an older and less efficient design.



Deck 0: Not shown, this is a single compartment (shield control) above the bridge.

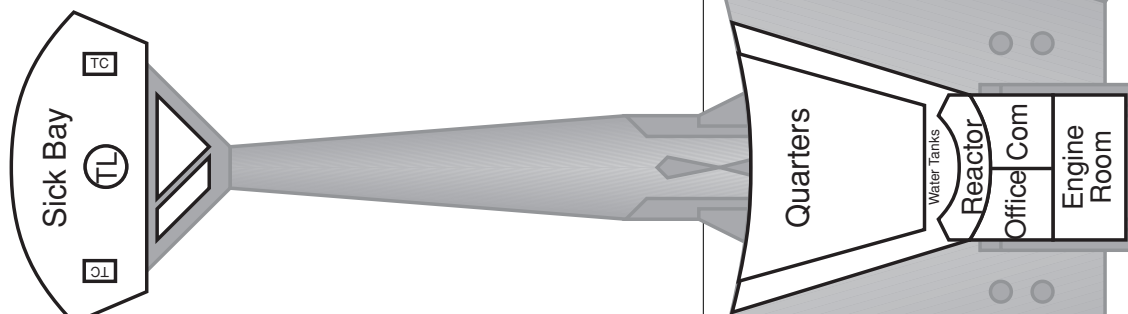
Deck 2: This has the medical research labs at the front. In the rear is the handling deck (which loads drones into the racks on Deck 1), the shuttle maintenance deck (with the spare shuttles), and the auxiliary power reactor.



**REAR HULL, DECK 2 (HANDLING DECK)
SPARE SHUTTLE, DRONE STORAGE, MAINTENANCE**

1. Sergeant Zopic-tin's team arrives.
 - 2-3: Technicians are shot.
 4. Deck-breaker shaped-charge fired into engineering computer on the deck below.
 5. Deck crew preparing scatter pack is wiped out by explosion of deck-breaker.
 6. Zopic-tin and his team barricade themselves in the armored drone locker while setting up communications system and trying to rig drone warhead for emergency detonation.
- RR. Restrooms.

Deck 3: Sick bay (the one for the officers) occupies the boom on this deck. In a ground combat situation, the forward sick bay handles the most critical surgical patients while the rear sick bay is used for triage. The rear hull holds main engineering, the engineering computers, the offices for the engineers, and the lower portion of the auxiliary power reactor. Forward of this is one of the many crew quarter blocks. These are, for the most part, large open "squad bays" for ten-twenty crewmen.



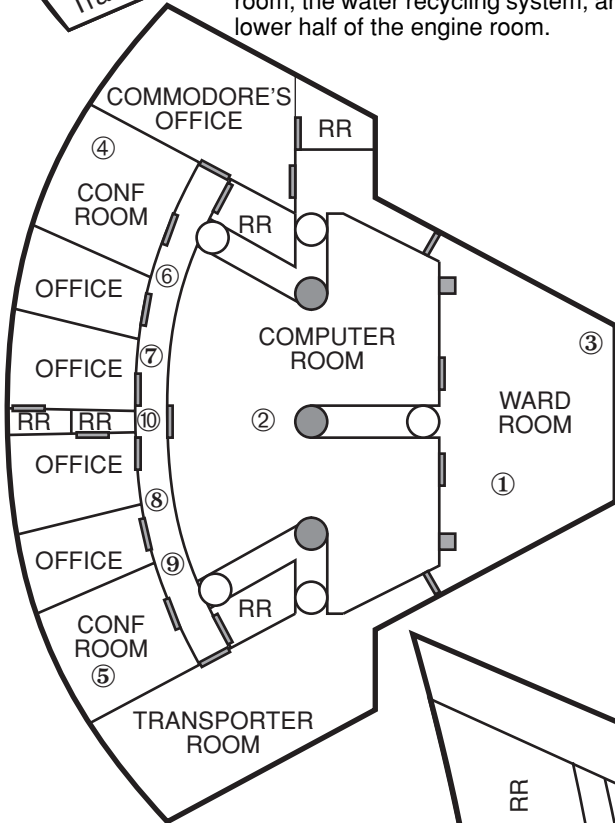
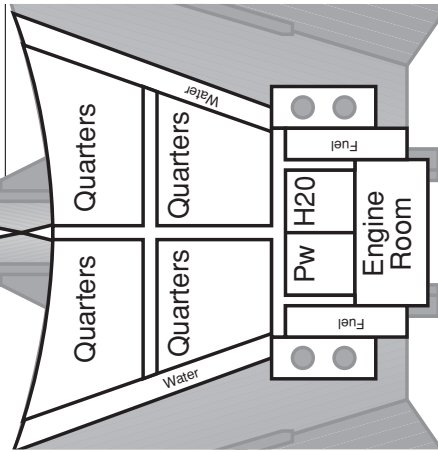
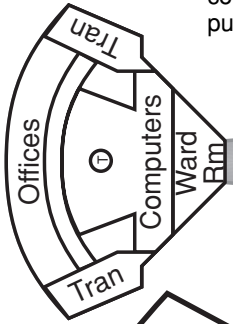
DECK 2

DECK 3

Deck 4: The boom on this deck includes the forward transporter room, the offices and conference rooms, the ship's navigation computer, and the officers' mess.

The rear hull on this deck includes crew quarters, the main power transfer room, the water recycling system, and the lower half of the engine room.

DECK 4



**BOOM, DECK 4
OFFICES, COMPUTER ROOM, AND WARDROOM**

1. Sergeant Doran's team beams in and confronts Polarian.
 2. Combat engineers fire deck-breaker charge into the pantry on the deck below.
 3. Hilidarian private builds bunker from tables and chairs.
 - 4, 5. Officer prisoners locked in conference rooms.
 - 6-10. *Demonlayer's* ESS troops guard officer prisoners.
- RR. Restrooms.

**REAR HULL, DECK 4
BARRACKS, ENGINE ROOM**

1. Team One arrives.
2. Wanekla goes down access tubes to reach fuel tanks.
3. Kurs feeds viruses into all three computers and sets explosives in the transformers.
4. Team Three sets up crossfire.
5. Rakarra subdues guard by phaser compartment and briefs his team for the final assault.
6. Locked hatch to engine room.
7. Prisoners locked in forward barracks on this deck.
8. *Demonlayer's* loyal Marines guard the crew prisoners in the forward barracks.

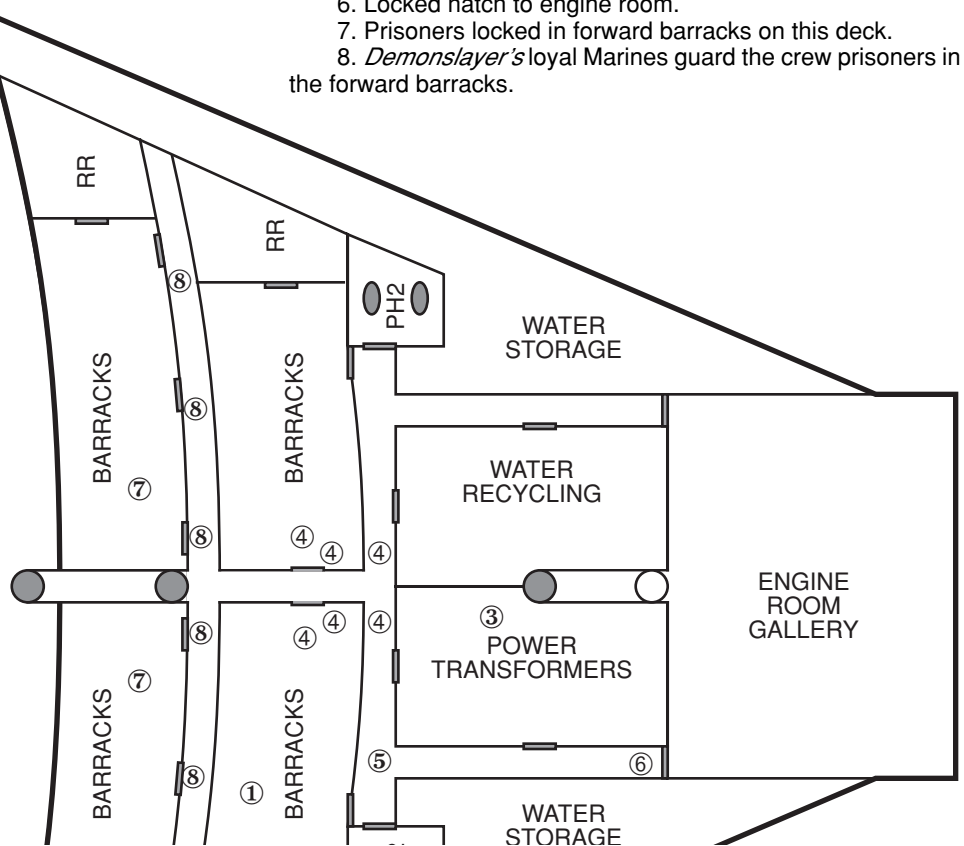
**REAR HULL, DECK 4
BARRACKS, ENGINE ROOM**

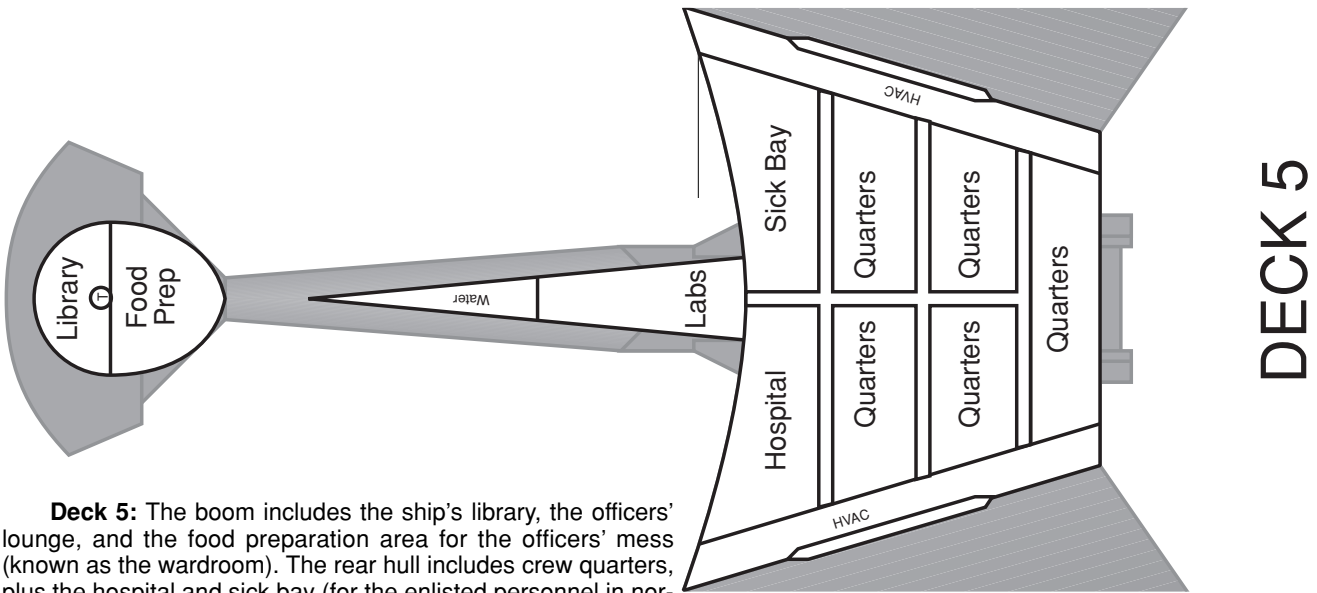
The forward portion of this deck is filled by four large crew quarters (able to house 20 personnel each in bunk beds). On some ships, barracks are assigned by species (for off-duty comfort); on other ships, they are assigned based on duty station or shift.

The Waist Phaser-2s are the actual weapons; the fire control compartments are on a lower deck.

The water recycling system purifies all of the water used on the ship and returns it to the storage tanks for future use. The power transformers are used to control power from the engines being used by non-propulsion systems.

RR. Restrooms (a.k.a., bathrooms, showers, toilets, etc.).

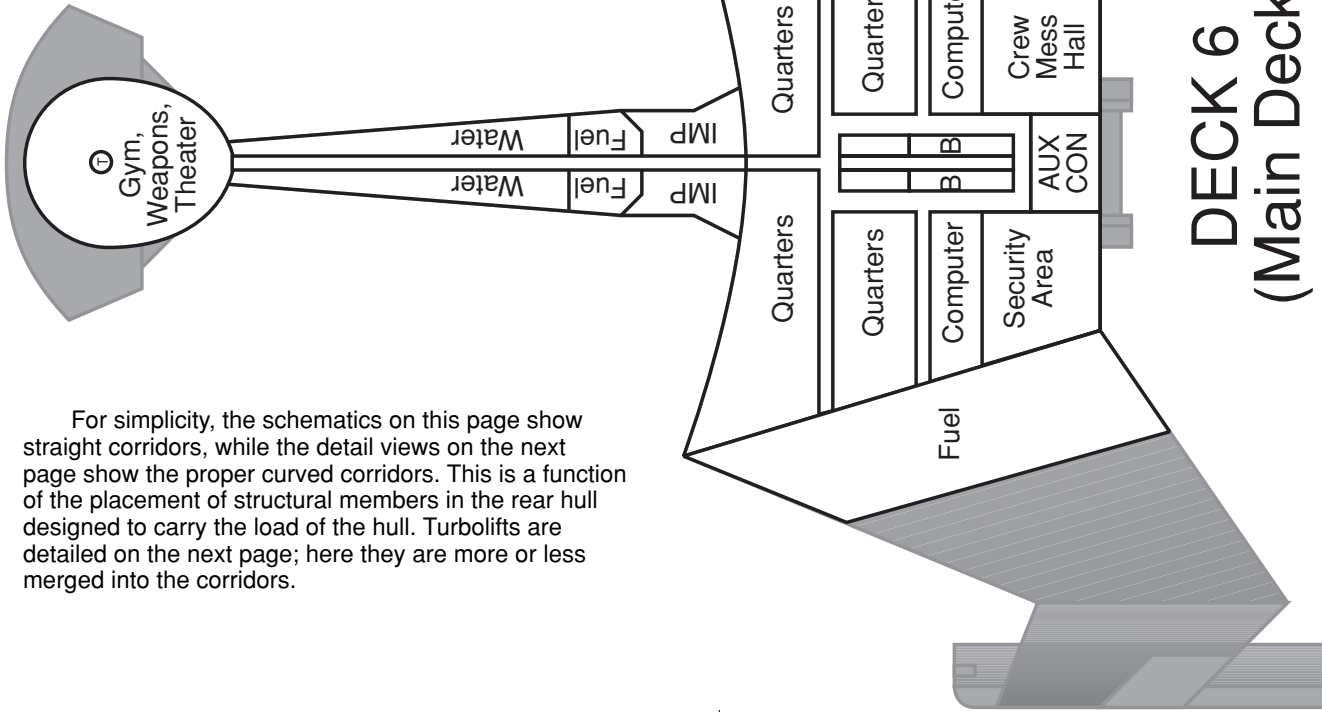




DECK 5

Deck 5: The boom includes the ship's library, the officers' lounge, and the food preparation area for the officers' mess (known as the wardroom). The rear hull includes crew quarters, plus the hospital and sick bay (for the enlisted personnel in normal cruising; this is used to handle the bulk of combat casualties during an emergency). Science labs are in the base of the boom.

Deck 6: The boom includes the officers' gym, the pistol range, and the officers' theater. The rear hull includes more crew quarters, plus the batteries (B), auxiliary control, rear security, the crew mess hall, and the main computers. In the boom on this deck is the emergency impulse engine and its fuel, and some of the water tanks. The fuel and water tanks are oversized (to enable the boom to function as a lifeboat) and in normal use comprise a portion of such storage for the entire ship. Some of the forward-most crew compartments are divided into staterooms for the unusually-high number of junior officers. While it would seem to be a status symbol to have a stateroom in the boom section, in fact, the officers billeted in the rear hull are those (engineers, phaser officers) who have combat stations in the rear hull and must reach them quickly. In the wing sections are some of the many fuel tanks, and (not shown in detail) facilities to process matter collected by ram scoops.



DECK 6
(Main Deck)

For simplicity, the schematics on this page show straight corridors, while the detail views on the next page show the proper curved corridors. This is a function of the placement of structural members in the rear hull designed to carry the load of the hull. Turbolifts are detailed on the next page; here they are more or less merged into the corridors.

REAR HULL, DECK 6

1. Wounded members of Teams One and Three barricade for survival. Out of action, they must wait for the frigates to overtake *Demonlayer*.
2. Kurs stands watch, guarding the passageway to the boom.
3. Rakarra takes cover after Kenyil opens fire.
4. Kenyil opens fire, supported by his team of bridge officers.
5. Lieutenant Kovat and his team from the emergency bridge

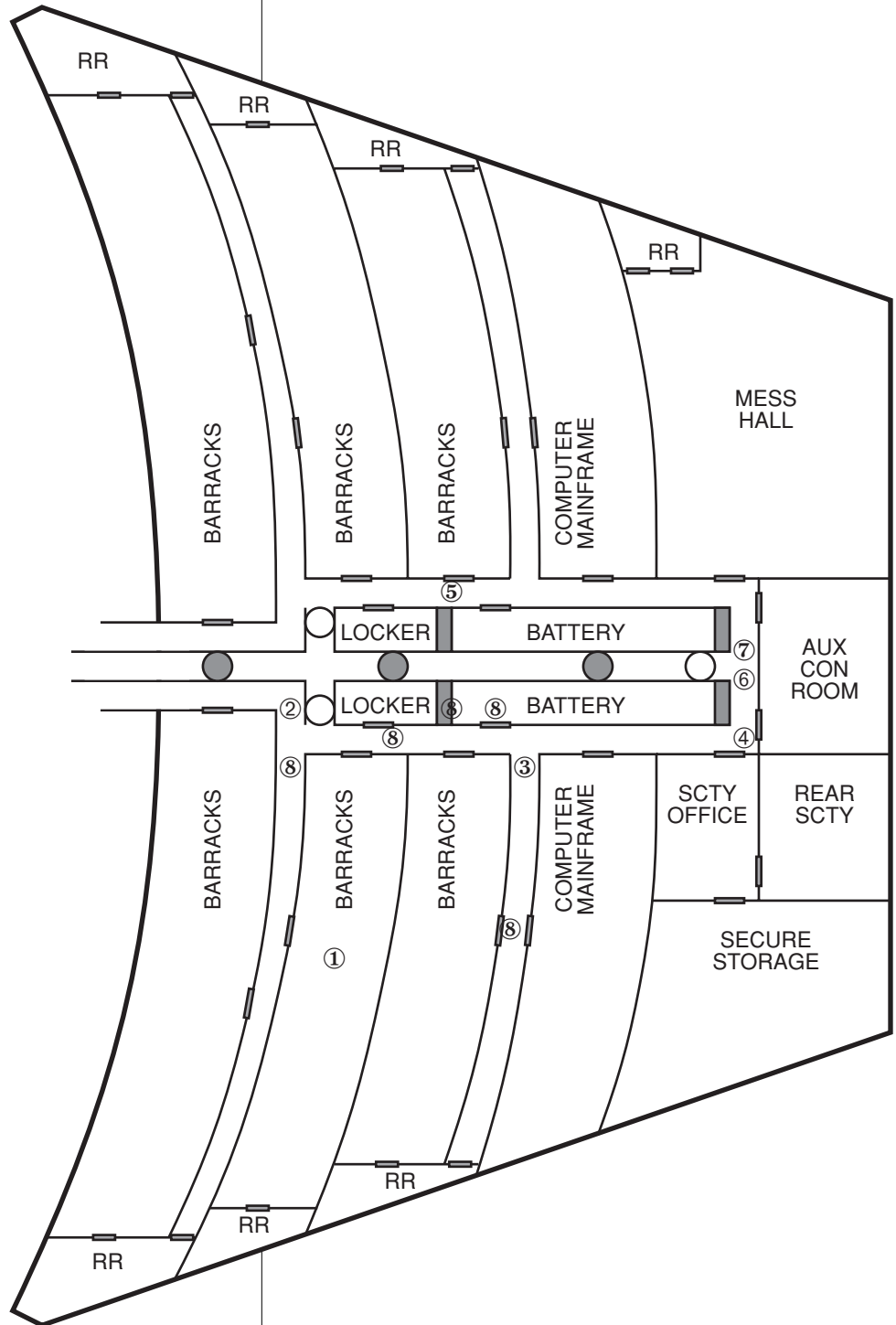
outflank Rakarra, using the stairwells to pass under the turbolift alley by way of Deck Seven.

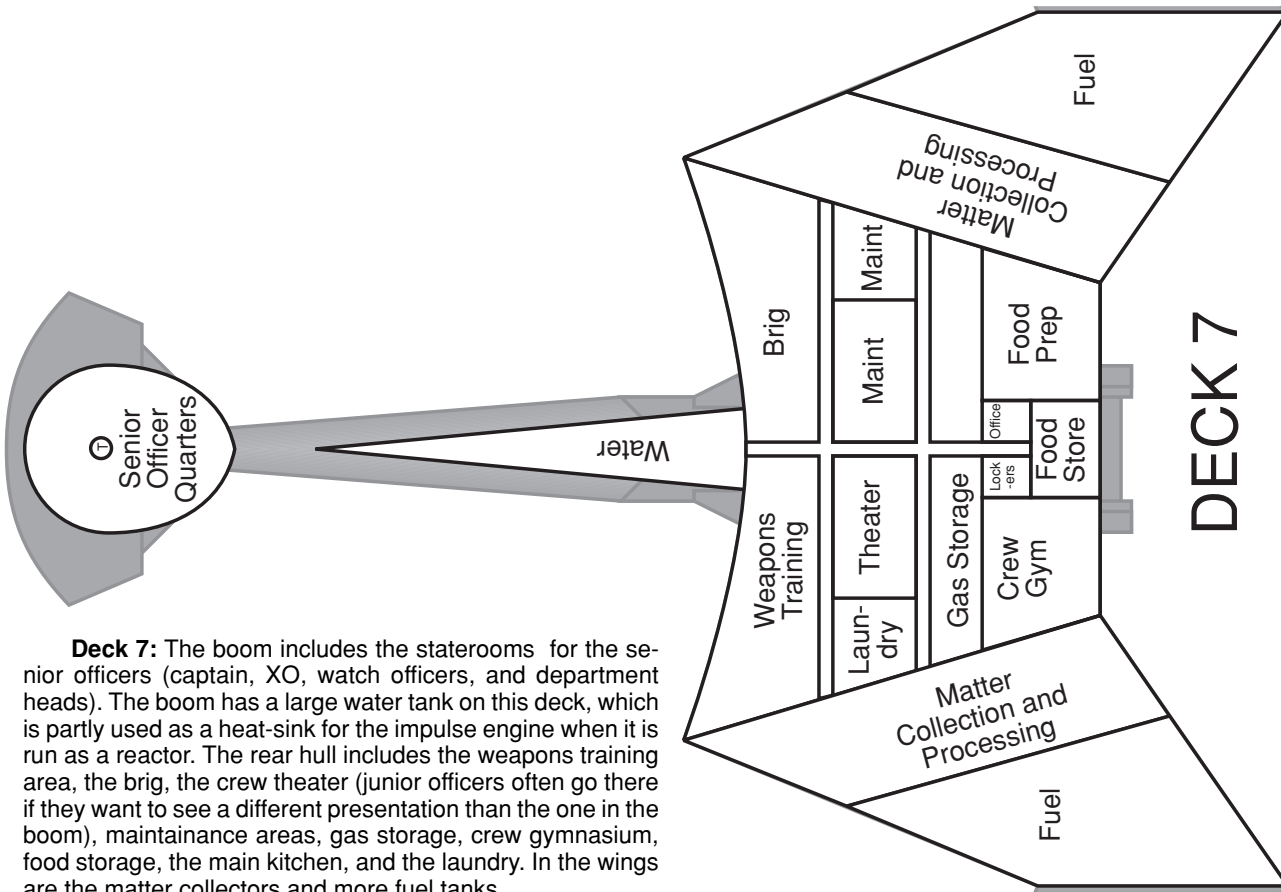
6. Security Squad assembles to follow Kenyil's attack forward on the port side of the ship.

7. Squad from Auxiliary Control assembles as a reserve.

8. Other members of Rakarra's team take cover after Kenyil opens fire.

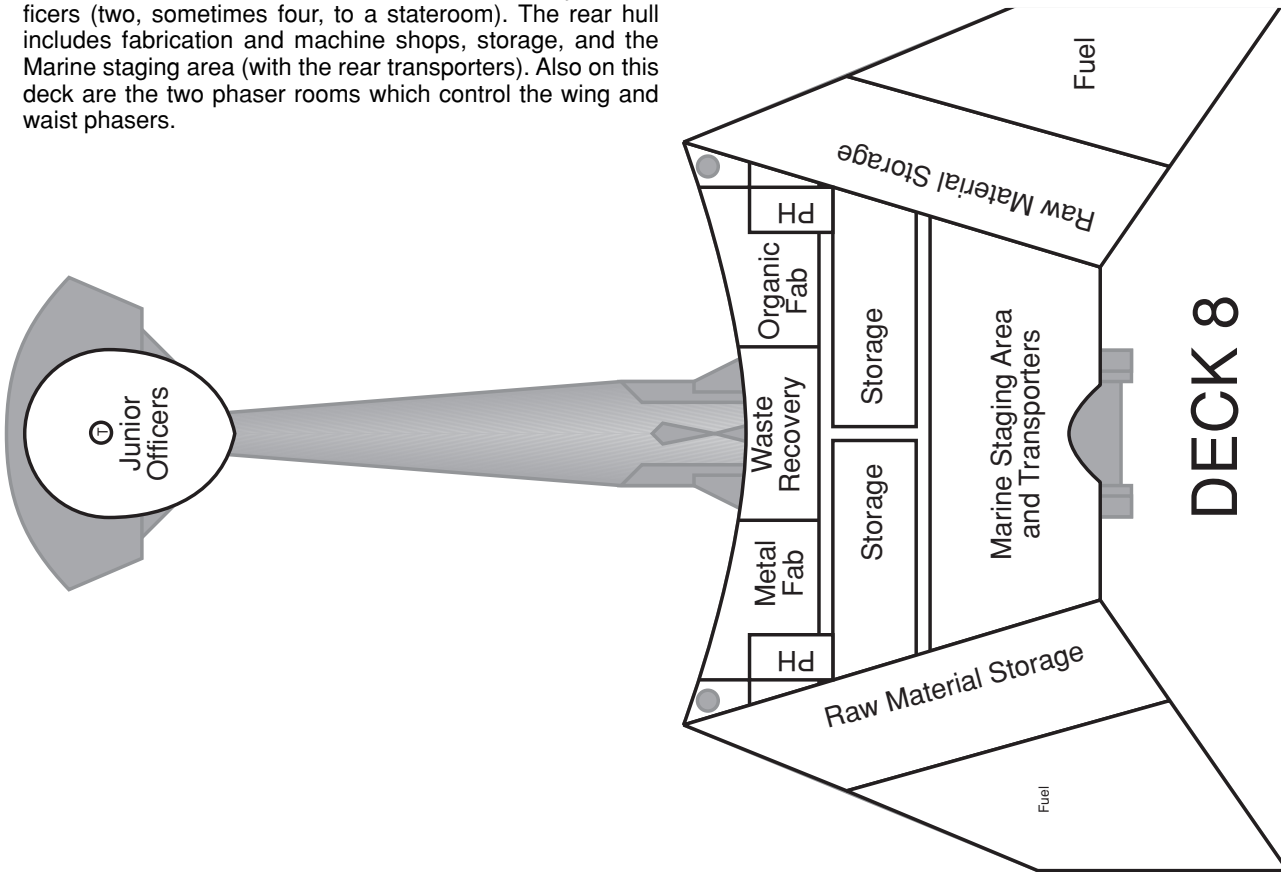
RR. Restrooms. These are on the outside edges as that is where the water tanks and vertical plumbing trunks are located. Dark disks are turbolift vertical access. White circles are turbolift stations.





Deck 7: The boom includes the staterooms for the senior officers (captain, XO, watch officers, and department heads). The boom has a large water tank on this deck, which is partly used as a heat-sink for the impulse engine when it is run as a reactor. The rear hull includes the weapons training area, the brig, the crew theater (junior officers often go there if they want to see a different presentation than the one in the boom), maintenance areas, gas storage, crew gymnasium, food storage, the main kitchen, and the laundry. In the wings are the matter collectors and more fuel tanks.

Deck 8: The boom includes the staterooms for junior officers (two, sometimes four, to a stateroom). The rear hull includes fabrication and machine shops, storage, and the Marine staging area (with the rear transporters). Also on this deck are the two phaser rooms which control the wing and waist phasers.



Deck 9: The forward security station and one battery compartment occupy the boom portion of this deck. The rear hull on this level consists almost entirely of cargo storage areas.

