# Starships D6 / Starship Conversion - Crew Qu

STARSHIP CONVERSION: CREW QUARTERS (LUXURY ROOMS)

Cost:
-Convert Cargo Capacity: 3,000 credits per state room
-Convert Existing Quarters: 2,000 credits per state room
Weight:
-Convert Cargo Capacity: 60 metric tons per state room
-Convert Existing Quarters: +40 metric tons per state room

GAME NOTES:

Where state rooms grant individual crew and passengers more space and privacy, even some room to prop up a trophy or personally important items to display, they don't grant a "lot" of space, and they may also not grant the individual their own restroom.

This is where luxury rooms come in. Some ships have a set of luxury quarters reserved for the captain, possibly also the co-pilot/second-in-command. Larger transports and capital ships may even have such quarters for their highest ranking officers and VIP passengers. These rooms, depending on the ship's purpose, may even be decked out with large, comfortable beds, closets (perhaps even walk-in closets), personal restrooms with showers (perhaps even bath rubs), and on luxury liners and star cruisers, these may even have such accoutrements as a mini-fridge, full refrigerator, or minibar, and possibly various types of entertainment.

Luxury quarters also tend to have a large window, if not a full transparent wall, allowing a view outside the ship that can be grand and awe-inspiring depending on current location. When the view is not as such, there are usually methods to close off this view, such as bulkheads or hull plating that can open and retract when desired (which would also be a necessity aboard ships expecting to go into combat at some point!).

GAME DESIGN NOTES:

State Rooms

Various ships I've looked at since A Legacy of Starships in Star Wars Gamer magazine issue #2 have stated having "state rooms" for the crew, and sometimes even passengers. After looking into this, they seemed to require 30 metric tons of cargo space, which matched my early guessing when making rules for this back then.

Galaxy Guide 6 Tramp Freighters has rules for converting cargo space into crew/passengers quarters (1 crew/passenger = 10 metric tons, costs 400 credits per quarters). This was my guide to

figuring out the rules presented here.

The price is higher than x3 due to making such larger quarters probably requiring more than just removing/replacing walls/bulkheads and adding a door. It would also require rerouting of wires and cables, moving circuits, terminals and panels, perhaps even readjusting power conduits and other important ship systems and components.

Luxury Rooms

Following the state room rules, I decided to follow up with luxury rooms, quarters that would be used for the highest ranking officers and VIP passengers, as well as such rooms that passengers aboard high-class luxury liners and star cruisers would have.

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