Starships D6 / Starship Conversion - Crew Qu

STARSHIP CONVERSION: CREW QUARTERS (STATE ROOMS)

Cost:
-Convert Cargo Capacity: 1,500 credits per state room
-Convert Existing Quarters: 1,000 credits per state room
Weight:
-Convert Cargo Capacity: 30 metric tons per state room
-Convert Existing Quarters: +20 metric tons per state room

GAME NOTES:

Most starships, especially space transports, have crew quarters that amount to little more than a bunk, one of two or more in the same room, and a storage locker or foot locker for personal affects (if they're lucky). Persons often have to share these rooms with other crew and passengers. Over short trips this is rarely a concern. But over longer trips, this can be claustrophobic, and lead to agitation among the crew.

However, some ships offer their crew, and even passengers, individualized rooms with more space and comfort with their own beds and, most importantly, privacy. Most ships may have this already available to a ship's captain, perhaps even their second-in-command/co-pilot, bridge officers, and other higher-ranking personnel (though lower ranks may still use the standard bunks).

If state rooms are not present on a ship, cargo space can be converted to create, or modify existing quarters, to be state rooms. Each state room requires 30 metric tons to be converted (or +20 metric tons to expand existing quarters), and 1,500 credits for all the alterations inside the ship and tools and materials needed to make these changes (1,000 credits for modifying existing quarters). The result is a larger set of quarters with said space and privacy.

If modifying existing quarters with two or more bunks, the extra crew/passengers quarters will have to be relocated elsewhere.

GAME DESIGN NOTES:

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.

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