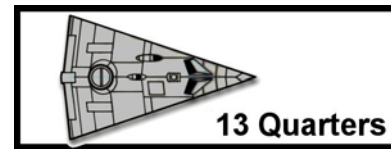


# Quarters

Once the essential components of a ship have been specified, the crew can be determined and suitable accommodations for crew and passengers installed.



## DETERMINING THE CREW FOR A SHIP

At the simplest possible level, there is no firm requirement for crewmembers for a ship: the ship simply requires individuals who can accomplish the tasks necessary for its operation. Over time, and with experience, naval architects and starship managers have developed basic crew requirements based in **positions** or on **skills**.

Title	Position-Based	Skill-Based
Pilot	Qualified Pilot.	Pilot = 1 level per G
Astrogator	Qualified Astrogation.	Astrogation = 1 level per J
Engineer	Qualified Engineer (1 per 35 tons of drives)	Engineer = 1 level per 35 tons
Medic	Qualified Medic (1 per 30 passengers and crew).	Medic = 1 level per 30
Steward	Qualified Steward (1 per 8 passengers)	Steward = 1 per 8 passengers
Freightmaster	Qualified Trader or Q Broker (1 per 1000 tons of hold)	Trader or Broker = any
Gunner	Qualified Gunner (1 per 2 weapons installations).	Gunner = 1 per 2 weapons installations
Counsellor	optional Counsellor	Counsellor = any
Troops	optional Fighting	Fighting = any

**Qualified** = He must show the ability to succeed at an Easy task at least 75% of the time. When a job or vocation states a skill-related job title, a character must generally be Qualified in order to be hired.

## SUBSTITUTE CREW

Any component on a ship can be operated by its Computer based on that computer's C+S.

## REQUIRED QUARTERS TONNAGE

Description	Tons	Comment	Occupants	MAQQ Quality
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## ACCOMMODATIONS ON A SHIP

In design and construction, a ship must allocate at least four tons per crew member and passenger, further divided between quarters and common areas.

**Crew Quarters.** Living quarters must be installed for every serving crew member and passenger. The table shows specific requirements based on rank.

**Passenger Staterooms.** If a ship carries passengers, specific separate staterooms must be allocated.

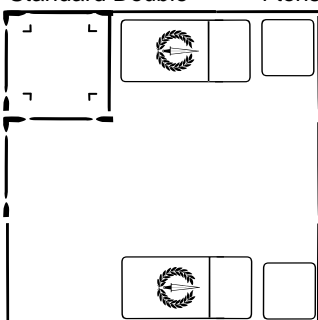
### Crew

Senior Officer	3	Officers O4-O6	1	75%
Junior Officers	3	Two Officers O1-O3	2	38%
Ratings Quarters	3	Four Ratings in Bunks	4	19%
Spacer Niche	1	One crew member	1	25%
Spacer Bunks	1	Two crew persons	2	13%
Spacer Hot Bunks	1	Two per watch (3 watches)	6	5%

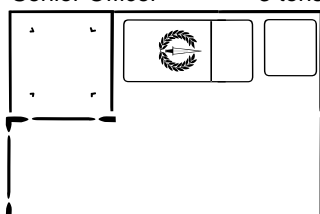
### Passengers

Luxury Single	4	High Passengers	1	100%
Standard Double	4	Middle Passengers	2	50%

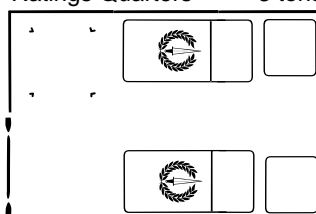
Luxury Single 4 tons  
Standard Double 4 tons



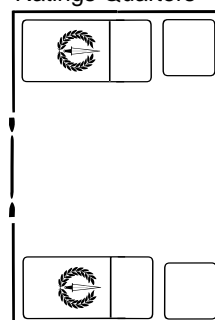
Senior Officer 3 tons



Junior Officer 3 tons  
Ratings Quarters 3 tons



Junior Officer 3 tons  
Ratings Quarters 3 tons



## MAQQ

**Minimum Average Quarters Quality MAQQ** is a measure of the quarters space devoted to crew members. Most civilian (non-military) ships require an MAQQ of 50%.

$$\text{MAQQ} = .25 * \text{Quarters Tons} / \text{Occupants}$$

**Common Areas.** Non-quarters accommodation tons become common areas.

**Standard Accommodations.** Examples shown support sophonts approximately human size (Size = 100).

Spacer Niche (1) 1 ton  
Spacer Bunks (2) 1 ton  
Spacer Hot Bunks (6) 1 ton

