

Neshaten Crew Quarters Module

The C.Q.M. is a new type of module designed to make the creation of ships faster by using prefabricated components. The C.Q.M. was designed to allow itself to 'attach' to other C.Q. module to extend the number of crew that a ship can have. The module was put into service in EE 001-v.

Each C.Q.M. comes with crew and officer quarters and a small recreational room. This is designed for both military and civilian.

About

The C.Q.M. is a module that was made to make adding in new crew quarters easier on ships that were designed to be naturally modular. The module itself was designed to be rather luxurious, with holographic paintings and granite and marble flooring.

The module has eight enlisted crew quarters, each with ample space for up to four people 'per' quarters. There are four officer quarters designed to accommodate 'one' officer each.

To make expansion easier, the two sides of the module have connectors that allow for additional C.Q.M.'s to be attached.

Internals

The following is a list of internals for the module

Enlisted Quarters (8)

The [enlisted quarters](#) are modest in size, allowing up to four people each with enough room to spare for four others in the event of overcrowding. The quarters can be specifically designed for Daur, who like to sleep 'above' ground or My'leke and Laibe, who don't have any preference on where they actually sleep.

The quarters have holographic video screens in them, which can be used for various purposes including - but not limited to - watching authorized channels, bring up a ship's layout, contacting a crewman in another room, or to contact family back home.

There are two desks with computers that can be used for research or for writing up reports.

Depending on where the module is placed, these quarters made have windows to see out into space - or will substitute those windows for holographic ones that show what is outside of the ship.

Officer Quarters (5)

[Officer quarters](#) are a step up from an enlisted quarters, they are a bit more luxurious but are actually the same size as the enlisted quarters. They come with a single queen sized bed with a sofa and dining table with four chairs.

There are several holographic panels that can be used to display images of ships or anything that the person who inhabits that quarters desires.

There is also an officers desk that has a computer on it, used by the officer for everyday tasks. Like with the enlisted quarters, depending on where the module is placed, there might be windows to see out or holographic panels to show what is out in space.

Ini'she Quarters (2)

[Ini'she \(Counselor\)](#) are the ships Counselors, starting in EE 001-v, it became mandatory for ships to have Ini'she onboard if they are leaving the safety of the home system. Ini'she Quarters are quite lavish compared to those of the rest of the ship, minus the Shipmasters, this isn't due to them being civilians but rather due to the importance of their job. Their rooms must be designed in such a way that they are quite welcoming to a ships crew while at the same time remaining as a living space for the Ini'she.

These rooms are broken up into two sections, with the first being the Ini'shes office when they are not on the bridge. The office has a TV and sofa, couch, and several chairs and holographic panels used to display artwork or anything that the Ini'she feels they'd want to show. The second half of the room is the living quarters, which is a combination of a living and bedroom, there is no kitchen although there is a refrigerator to store some food in. The bed is king-sized and the living room also has a TV.

Recreational Hall

The Recreational Hall is a small room that has several items of entertainment, including weight lifting gear, video screens, and video games to help relieve stress.

Wash Facilities

The module has its own [Wash Facility](#) built into it.

Restrooms

The module comes with two restrooms, one meant for males and another for females.

Layouts

The module has several layouts, which makes it compatible with multiple types of ships. All layouts have areas that allow for stairways and grav-lifts to be installed so that additional crew modules can be stacked on top or below.

L1

L1 is the default layout, this layout is shaped like a rectangle with the rooms located within. The recreational hall is located on one of the far ends of the layout. This design makes it easy to expand the module to include more crew quarters.

L2

L2 is another layout, this one is shaped more like a pentagon with the enlisted quarters near the edges and the officer quarters located toward the middle. The recreational room is located near one of the officer quarters.

L3

Layout 3 is shaped more like an arrow, with the enlisted quarters located in the rectangular portion of the design while the officer and recreational rooms are found in the triangular portion.

L4

L4 is shaped like an oval, this design is more intended for military ships because the shape makes the reinforced armor plating more resilient to damage. This particular layout has the enlisted and officer quarters grouped together, with the recreational room found in the center.

L5

A perfect circle makes up the L5 design, this design has the enlisted quarters and recreational room on the outside while officer quarters are on the inside.

Features

Windows

Windows on the module are made out of [material here], and are only used when the module is placed near the ships external hull. Large, armored sheets slide over the windows during combat.

Reinforced Doors

All doors on the module are reinforced sliding doors, they are designed to withstand sudden decompression if one of the quarters are breached during combat and the doors rim is designed to change colors to determine whether the room is breached or safe. Only the doors for officers can be bio-locked.

Self-contained Enviroment

The module has its own life-support system which will isolate it from the rest of the ship in the event of airborne pathogens or if the ships main life support is knocked offline.

Additions

The following are additions that can be added to the module, they are free for the military; but cost funds for civilians.

Small Armory

A small armory that is designed to hold pistols and swords, this armory is bio-locked so that only a ships crew can access it and is traditionally placed within a secret compartment of the wall.

Armored Walls

Armored Walls are default for military ships, but naturally optional for civilian. These particular walls replace the non-armored ones with armored inserts.

Star Lounge

The Star Lounge is an astrometrics room that crew can either relax in, or use for investigating known star systems. Its usage can be many depending on the needs and desires of those operating the systems.

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