# **Starship Design Checklist**

This Starship Design Checklist details starship design as a sequence of steps, each addressing a specific aspect of performance or operation.



# ACS- ADVENTURE CLASS SHIPS

Starships are designed and produced in a variety of sizes.

The ACS Design System creates Adventure Class Ships-- starships and spacecraft with hulls from 100 tons to 2400 tons. Adventure Class Ships are reasonably capable of being used by adventurers.

The ACS Design System is a **drag-and-drop** system: specifically components are selected and installed in a hull and their interaction determines the performance of the ship.

## ACS DESIGN

The Vilani method of Adventure Class Starship Design follows a detailed checklist step by step. Components are selected, their effect on tonnage and performance noted, and the final design evaluated for performance and cost.

The design process is interactive.

### SHIPYARDS

Starships are constructed at shipyards, typically located at or near a starport.

**Starport Type.** Shipyards or construction facilities are present at type A or B starports.

**Tech Level.** The tech level of the craft being built is the tech level of the world on which it is built. It is possible to import components up to TL +2 at 150% of cost.

**Surface or Orbital.** Close Structures and Braced Structures may only be built in orbit.

All others may be built in orbit or on the world surface.

#### **Other Design Systems**

Two other spacecraft design systems are available. Small Craft Design (a part of VehicleMaker)

produces Small Craft: spacecraft generally smaller than 100 tons.

**BCS Design** creates Battle Class Ships-- starships and spacecraft with hulls greater than 2400 tons.

#### NAMING

Starships are named. Select an appropriate name for the ship. This step can be deferred until the end of the process.

**Out Of.** Ships are commonly registered with a starport authority somewhere. Out Of reflects the ships homeport.

## STARSHIP DESIGN CHECKLIST

Use this checklist to control design of starships.

- 01. Checklist. This checklist.
- 02. Fillform. Create a blank Fillform for the ship.

# **03. Determine Mission**

#### 04. Select Hull.

- A. Configuration.
- B. Tonnage.
- C. Bridge.
- D. Jump Readiness.
- E. Note Hardpoints.
- 05. Drives.
  - A. Drive1. Interstellar Drive
  - B. Drive2. InSystem
  - C. Drive3. Power Plant.
  - D. Additional Drives.
- 05a. Drive Potential. Calculate Drive Performance.

## 06. Sensors.

- A. Sensors.
  - B. Standard Sensor Packages.
- 07. Weaponry.
  - A. Count Hardpoints and weapons mounts.
  - B. Main Weapon.
  - C. Additional Weapons and Installations.

## 08. Defenses.

- A. Assign Defense installations.
- 09. Armor.
  - A. Determine Armor composition and values.
- B. Assign Armor overlays.
- 10. Vehicles and Small Craft.
  - A. Small Craft
  - B. Vehicles.
  - C. Hangars and Docking Rings
- 11. Computers.
  - A. Determine Required and Add On Processes.
  - B. Assign local Brains as needed.
  - C. Assign Networks.
- 12. Quarters
- A. Life Support.
- В.
- 13. Fittings
- 14. QSP and Extensions
- 15. ShipSheet

