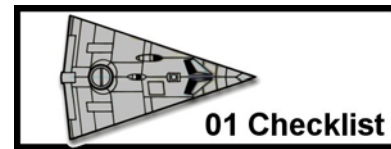


Starship Design Checklist

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.
- B.

13. Fittings

14. QSP and Extensions

15. ShipSheet