Raybo's
Troubleshooting 101 guide
Yes, "for the most part I make this shit-up by trial and error" ☺

Recommended General Sequence of What to Do

MODS

Install and Enable

Big mods "Install Manually"

I recommend BiRaitBec's guide Step #0 for game set-up, even if you don't use the rest of the guide

https://www.nexusmods.com/fallout4/mods/23556

Shameless plug! BaGS

https://simsettlements.com/site/index.php?threads/baking-a-game-save-bags.9447/#post-66784

PLUGS

Activate "check the box"

Optional Creation Club

If you are going to use Creation Club content install it here?

PLUGS

Run Loot / Sort with Vortex, Manually make necessary rules or metadata

- -

Make sure game will start!

Optional: Validate Steam files then Clean DLC with F4edit

PLUGS

Uncheck everything but the bare essentials

Creation Club

Hahah, now remove the CC content. All of it from your data folder and place it in a safe folder on your desktop. This isn't a cruel joke. I really mean it.

MODS

Disable all unnecessary plug-less mods

MODS

Keep mods like F4SE and MCM enabled

PLUGS

Only things checked are Mods like:
F4UP
UI-mods like HUDf
Sim Settlements
SMM

Fallout4	esm
DLCRobot	esm
DLCworkshop01	esm
DLCCoast	esm
DLCworkshop02	esm
DLCworkshop03	esm
DLCNukaWorld	esm
Unofficial Fallout 4 Patch	**esp**
HUDFramework	**esm**
Workshop Framework	**esm**
SimSettlements or 3-in-1	**esm**
SimSettlements Expansions	
SettlementMenuManager	**esp**
SimSettlements Add-ons	**esp**

Copy these saves into a safe place along with a text file of the mods installed. This will prove invaluable later for hopefully oblivious reasons

- - - - - - - - - - - - - - - - **START A NEW GAME SAVE** - - - - - - - -

Game "NewSave"

Do the near vanilla run of Vault 111 when you exit the vault spawn a copy of the CityManager Halotape into the game world if you don't already have one

Game "NewSave"

After babbling with Codsworth and taking control of the Sanctuary workbench run the CityManager Halotape

Game "NewSave"

Open workshop and Test

DOES This Solve your Problem?

Yes → Start to re-enable your plugs, do more testing.

Add your CC content back into the data folder

No → Huh? Darn-it!
In my experience in some variation this guide has worked for me 100% of the time so I don't know what to tell you? Other than to keep trying. It is usually something petty silly that causes problems at game startup

TESTING "IN GAME"

Keep doing workshop – halotape loop and Test as you enable all your plugs

Run Fallrim and make sure everything looks nice and clean

I recommend that you "restart another new game"