

Player Enemy Template

This template exists so GMs may fast-track player-enemies and opponents to be used in roleplay as quickly as possible, to remove hiccups from gameplay. Note these units are typically unfit for player use and must either be automated or controlled either by the GM in question or by the GM as an extension of a player's actions as if it were a character under GM rule – with whether or not the player enemy obeys or disobeys decided by the game master within reason.

Note more templates may be added as time goes on. If an approved unit is further improved into a conventional template, it may be graduated into a player-usable unit with better stats following technical moderator and submission approval. Think of this template as a way to get mooks and enemies in game for players to shoot at or to guard installations or locations that players themselves are unlikely to use.

- [Enemy Vehicle/Mecha/Armor/Automaton Template](#)

From:

<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:

<https://wiki.stararmy.com/doku.php?id=templates:mook>

Last update: **2023/12/20 18:23**

