

Vehicle Template

The following are two vehicle templates to be used when creating vehicles, whether it is ground-based such as tanks, jeeps, and cars, or flight, such as fighters, bombers, or dropships.

This is the template for a military vehicle, you can find one for the civilian vehicle below this one:

===== Military Vehicle =====

(Provide an introductory description of the vehicle including YE of creation, key features, and the faction it has been created within, if applicable.)

===== About the Military Vehicle Name =====

(What the vehicle is intended to do, along with a brief summary of its capabilities and weapons setup)

===== Key Features =====

(What are the vehicle's key features? Is it capable of moving over water or under? Does it have jammers? What about the damage of its weapons? Decoy launchers? Are there other versions of the vehicle?)

===== History =====

(Vehicle's history and background)

===== Rivals (OPTIONAL) =====

(Does the vehicle have a rival? If so, describe what advantages it may have over this vehicle, this can either be given its own section, or be merged into the history, this is up to the designer.)

===== Appearance =====

(Describe what it looks like, artwork highly recommended!)

===== Statistical Information =====

(Brief description about the stats)

- * Organization:
- * Type:
- * Class:
- * Designer:
- * Manufacturer:
- * Production:

* Price: (If Applicable)

* Crew: (How many are needed to crew the vehicle)

* Maximum Capacity: (How many can be in or on the vehicle)

* Passenger Capacity: (If it has any)

* Width:

* Height:

==== Speeds ====

* Ground speed: (if ground capable, such as a tank or jeep or anything that moves across the ground)

* Air speed: (If air capable, such as a fighter)

* Range: (how far it can go with onboard fuel or power)

* Lifespan:

==== Damage Capacity Stats ====

See [\[\[guide:damage_rating_v3\]\]](#) for an explanation of the damage system.

DRv3 Tier: (target type, i.e.: Medium Anti-Mecha)

===== Interior =====

(Label what's inside of the vehicle, such as the location of entrances and exits, where the driver, gunner, commander, loader, pilot, co-pilot, etc, and passengers sit but also the location of onboard systems.

=====Weapons Systems=====

(A list of available weapons onboard the vehicle; please provide a brief summary here)

(Number on vehicle, along with link to weapon article, and damage type)

===== Onboard Systems Descriptions =====

(A description of the systems onboard the vehicle, such as its power plant, targetting systems, life support, etc..)

===== Cargo Capacity =====

(How much cargo can it carry, or if it comes with cargo upon purchase)

===== Standard Equipment =====

(What comes standard on this vehicle? IE, Does it have lockers?
[[items:equipment:fire_extinguisher]]s? First Aid Kits? What?)

===== OOC Information =====

(Any information that you want people to know about this vehicle for out of character purposes.)

☐ This article is a work-in-progress. Is it not currently approved.

The following is to be used by civilian vehicles, IE: Non-combat related.

===== Civilian Vehicle Name =====

(Provide an introductory description of the vehicle including YE of creation, key features, and the faction it has been created within, if applicable.)

===== About the [Vehicle_NAME] =====

(What the vehicle is intended to do, along with a brief summary of its capabilities and weapons setup)

===== Key Features =====

(What are the vehicle's key features? Is it capable of moving over water or under? Does it have jammers? What about the damage of its weapons? Decoy launchers? Are there other versions of the vehicle?)

===== History =====

(Vehicle's history and background)

===== Appearance =====

(Describe what it looks like, artwork highly recommended!)

=====Statistical Information=====

(Brief description about the stats)

- * Organization:
- * Type:
- * Class:
- * Designer:
- * Manufacturer:
- * Production:
- * Price: (If Applicable)

- * Crew: (How many are needed to crew the vehicle)

- * Maximum Capacity: (How many can be in or on the vehicle)

- * Passenger Capacity: (If it has any)

- * Width:

- * Height:

==== Speeds ====

- * Ground speed: (if ground capable, such as a tank or jeep or anything that moves across the ground)

- * Air speed: (If air capable, such as a fighter)

- * Range: (how far it can go with onboard fuel or power)

- * Lifespan:

==== Damage Capacity Stats ====

See [\[\[guide:damage_rating_v3\]\]](#) for an explanation of the damage system.

DRv3 Tier: (target type, i.e.: Medium Anti-Mecha)

===== Interior =====

(Label what's inside of the vehicle, such as the location of entrances and exits, where the driver, gunner, commander, loader, pilot, co-pilot, etc, and passengers sit but also the location of onboard systems.

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(A list of available weapons onboard the vehicle; please provide a brief summary here)

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===== Cargo Capacity =====

(How much cargo can it carry, or if it comes with cargo upon purchase)

===== Standard Equipment =====

(What comes standard on this vehicle? IE, Does it have lockers? [\[\[items:equipment:fire_extinguisher\]\]](#)s? First Aid Kits? What?)

==== OOC Information =====

(Any information that you want people to know about this vehicle for out of character purposes.)

OOC Information

To be used as a reference when making vehicles on [SARP](#).

[Approval thread](#).

From:

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

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

