

## Craft:

Sienar Fleet Systems Century Tank (Tie Crawler) \*

Type: Battle Tank

Scale: Starfighter

Length: 8 Meters long, 6 Meters High

Skill: Ground Vehicle; Tie Tank

Crew: 1

Cargo Capacity: 100 kilograms

Cover: Full

Maneuverability: 2D

Move: 30, 90 kmh

Body Strength: 2D

## Weapons:

Medium Blaster Cannon

Fire Arc: Turret

Scale: Speeder

Skill: Vehicle Blasters

Fire Control: 2D

Range: 50-200/1/2km

Damage: 5D

2 Concussion Grenade Launchers (Fire-Linked)

Fire Arc: Front

Scale: Walker

Skill: Missile Weapons: grenade launcher

Fire Control: 1D

Range: 10-50/100/200

Damage: 4D



\* - These stats are different to those in Dark Empire, since those were somewhat, errrr, crap. With its speeder scale and 2D hull, the Tie TANK in Dark Empire had the equivalent of a 4D hull, so could reliably be destroyed by an average blaster rifle. I don't see why a Tie fighters hull should get 4D weaker because you put tracks on it.

Description: The Tie Crawler is a cheaply produced tank, using the hull of a Tie Fighter with tracks attached instead of the solar panels, the laser cannons stripped out and replaced with concussion grenade launchers, and a turreted blaster cannon added to the bottom. Although not as versatile as a ATST or ATAT, the Tie Crawler is a good battle vehicle capable of doing a lot of damage to the enemy.

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