TIE Walker

The TIE walker was developed shortly after the TIE crawler but was never put into mass production due to several events resulting in the death of the clone emperor and the destruction of his flagship, the Eclipse.

The TIE walker consists of a standard TIE command pod mounted on top of a servo-mount with six thin insect-like legs. The command pod retains much of the same basic design components as the standard TIE/ln with the chin mounted laser cannons being replaced with a pair of lighter blaster cannons. The ingress/egress hatch remains on the top and where the pylons connecting the solar arrays on the TIE/ln there are concussion grenade launchers.

The TIE walker's intended role was similar to that of the old AT-PTs used by the Old Republic. They would be deployed in platoon strength, turning a standard assault trooper into a walking arsenal.

TIE walkers can easily manage to cross even the most difficult terrain using their thin yet reinforced legs that each have grasping claws on the footpads. The entire command pod can rotate in any direction fully to allow the pilot to fire in any direction, regardless of the direction the walker may be travelling.

Those New Republic troops that have encountered TIE walkers in combat have nicknamed it the "bug" due to its insect like appearance.

Craft: Sienar Fleet Systems TIE Walker
Class: Speeder [Walker]
Size: Huge (7.1 m long)
Passangers: 0
Cargo Capacity: 30 kg
Speed: 30 m
Max Velocity: 90 km/h
Cost: 10,850 (new)
Crew: 1 (Normal +2)
Initiative: +0 (-2 size, +2 crew)
Maneuver: +0 (-2 size, +2 crew)
Defense: 13* (-2 size, +5 armor)
Shield Points: 0

Hull Points: 40 (DR 5)

*Provides full cover to crew.

Weapons:

  2 Blaster Cannons (fire-linked)

    Fire Arc: Turret *

    Attack Bonus: +0 (-2 size, +2 fire control)

    Damage: 4d10

    Range Increments: 120 m

  2 Concussion Grenade Launchers

    Fire Arc: Turret *

    Attack Bonus: -1 (-2 size, +1 fire control)

    Damage: 5d10

    Range Increments: 35 m

* The turret label on the fire arc for the weapons is based upon the servo
mount that the command pod is mounted on. The command pod may rotate in any
direction allowing fire in all fields of arc.