



Starships D6 / TIE/DB Automated Assault

TIE/DB Automated Assault Bomber

The TIE/DB was designed to be a cross between the TIE Bomber and the TIE/D. They are remarkably accurate, but they lack the sentience and randomness of a living pilot which makes them become predictable to an experienced opponent. New programming can easily be added but they are still not close enough to being sentient.

Craft: Sienar Fleet Systems' TIE/DB Automated Assault Bomber

Type: Multi-environment automated light bomber

Scale: Starfighter

Length: 9.78 meters

Crew: None (fully automated droid brain)

Consumables: 1 day

Cost: 100,000 credits

Maneuverability: 1D+2

Space: 7

Atmosphere: 310; 890 kmh

Hull: 3D+1

Sensors:

Passive: 20/1D

Scan: 25/1D+2

Search: 40/2D

Focus: 2/3D

Weapons:

2 Laser Cannons (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 4D+2

2 Concussion Missile Launchers (8 Missiles)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 1D

Space Range: 1-2/8/15

Atmosphere Range: 0.1-0.2/0.8/1.5 km

Damage: 9D (fire linked)

1 Proton Torpedo Launcher (4 Torpedoes)

Fire Arc: Front

Skill: Starship Gunnery

Fire Control: 1D

Space Range: 1/3/7

Atmosphere Range: 30-100/300/700 m

Damage: 9D

Droid Brain

DEXTERITY 1D

KNOWLEDGE 1D

MECHANICAL 1D

Starfighter piloting 2D+2

Starship gunnery 4D+2

PERCEPTION 1D

Search 4D

TECHNICAL 1D

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