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
Class: Starfighter
Cost: 100,000 credits
Size: Diminutive (9.78 meters long)
Crew: Skilled +4 (n/a)
Passengers: None
Cargo Capacity: None
Consumables: 1 day
Hyperdrive: None
Maximum Speed: Ramming
Defense: 24 (+4 size, +10 armor)
Shield Points: 0
Hull Points: 100
DR: 5

Weapon: 2 Laser Cannons (fire-linked)
Fire Arc: Front
Attack Bonus: +8 (+4 size, +4 crew)
Damage: 5d10x2
Range Modifiers: PB +0, S -2, M/L n/a

Weapon: 2 Concussion Missile Launchers (fire-linked, 8 missiles)
Fire Arc: Front
Attack Bonus: +8 (+4 size, +4 crew)
Damage: 9d10x2
Range Modifiers: PB +0, S/M/L n/a

Weapon: Proton Torpedo Launcher (4 torpedoes)
Fire Arc: Front
Attack Bonus: +8 (+4 size, +4 crew)
Damage: 9d10x2
Range Modifiers: PB +0, S/M/L n/a

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