Starships D6 / TIE/DB Automated Assault Bo

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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