



Starships D20 / TIE/DB Automated Assault Bomber

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

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

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