Planets D6 / Imperial airfield



Name: Lothal Imperial airfield
Scale: Walker
Size: 80 Meters x 40 meters, with 40 meter tower
Personnel:
- Crew: 4
- Gunners: 8 (2 per turret)
- Pilots: 10
- Troops: 20
- Support Staff: 15

Availability: 2, R or X
Body: 4D
Sensors:
- Passive: 30/0D+2
- Scan: 50/1D+2
- Search: 70/2D+2
- Focus: 4/3D+1

Equipped With:
- 4 x Turbolaser Turrets
  - Skill: Blaster Artillery; Turbolaser
  - Scale : Starfighter
  - Fire Rate: 1
  - Fire Control: 1D
  - Range: 5-100/400/2,000
  - Damage: 5D
- 10 x Starfighters (usually 4 x Tie Fighters and 6 x Tie Interceptors)

Game Notes: The Lothal Imperial Airfield is a standard Imperial base, with an outer wall designed to protect against attack, but provides little protection against Saboteurs and Infiltrators. The Airfield provides a base for Starfighters, with facilities for refueling and repairing, as well as barracks for the pilots, Stormtroopers to protect the facility, flight controllers, technicians and turbolaser turrets to defend the facility.

Description: The Lothal Imperial airfield was used by the Galactic Empire and located on the planet Lothal. It was hidden in the wilderness, so as to conceal its location. In 1 BBY, a test flight of the TIE/D Defender Elite was supposed to take place there, but the fighter was stolen by rebels Sabine Wren and Ezra Bridger, who had initially intended to steal only its flight data recorder.

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