



# Federation Kepler Trading Post

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Base	Turn Cost: N/A	Fwd/Aft Defense: 17
In Service: 2255	Turn Delay: N/A	Stb/Port Defense: 17
Point Value: 400	Accel/Decel Cost: N/A	Engine Efficiency: N/A
Ramming Factor: 160	Pivot Cost: N/A	Extra Power: 0
Warp Delay: N/A	Roll Cost: N/A	Initiative Bonus: N/A

WEAPON DATA	
<b>Light Phaser Bank</b>	
Class: Molecular	
Mode: Standard	⬡
Damage: 1d10+4	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+3	
Intercept Rating: -2	⬢
Rate of Fire: 1 per turn	⬢
<b>Hvy Deflector Shield</b>	
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +2 regeneration per power applied.	

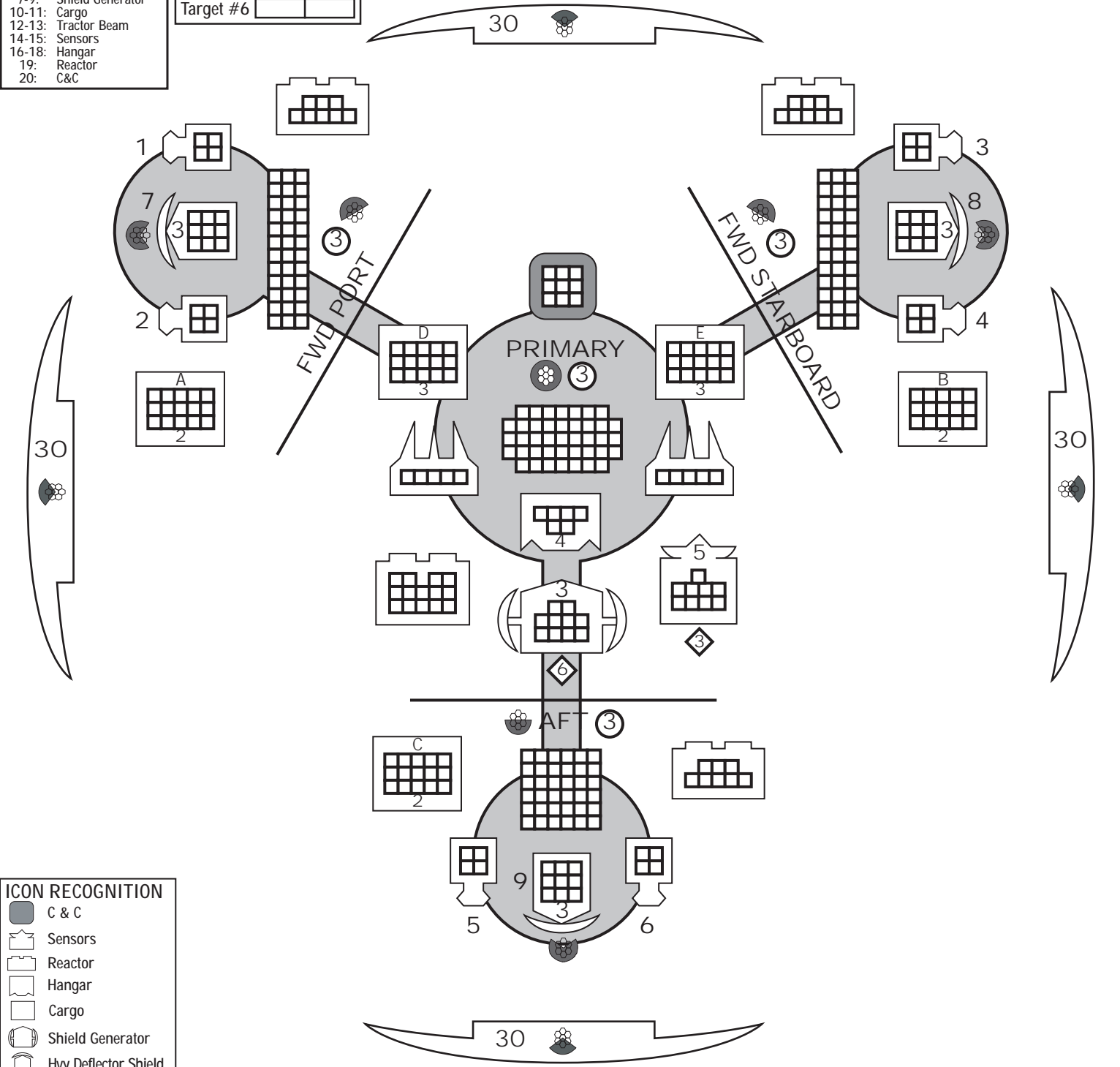
SECTION HITS	
1-3:	Hvy Deflector Shield
4-6:	Light Phaser
7-8:	Cargo
9:	Reactor
10-18:	Section Structure
19-20:	PRIMARY Hit

PRIMARY HITS	
1-6:	Primary Structure
7-9:	Shield Generator
10-11:	Cargo
12-13:	Tractor Beam
14-15:	Sensors
16-18:	Hangar
19:	Reactor
20:	C&C

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

**HANGAR**  
0 Fighters  
6 Shuttles



ICON RECOGNITION	
	C & C
	Sensors
	Reactor
	Hangar
	Cargo
	Shield Generator
	Hvy Deflector Shield
	Tractor Beam
	Light Phaser