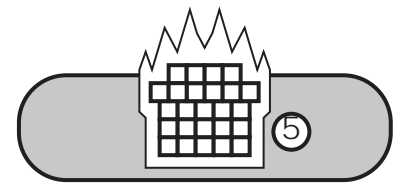
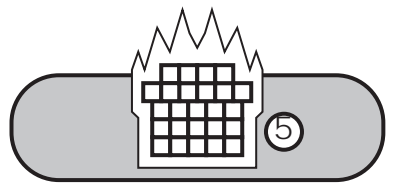
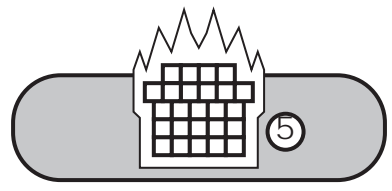


Precursor Flagship Modules (Page 2)

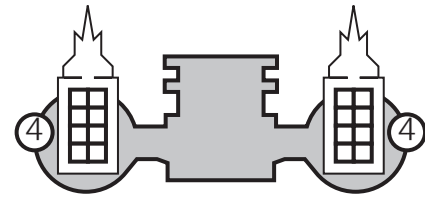
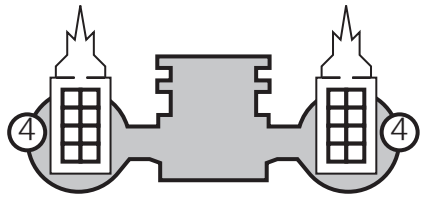
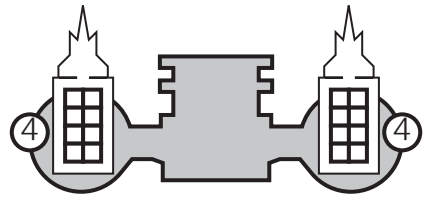
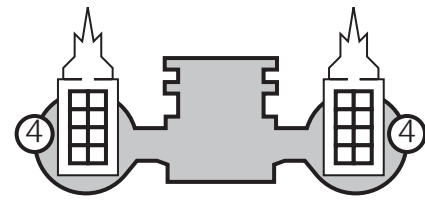
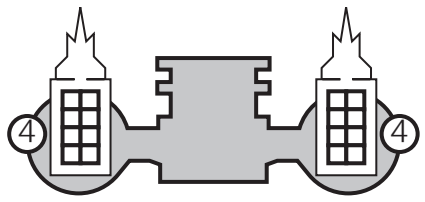
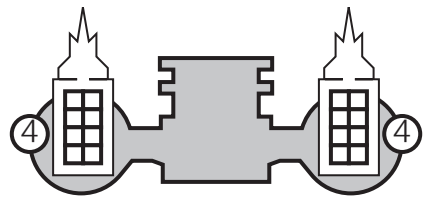
SPECIAL NOTE

Hellborn Cannons, Fusion Blasters, and Ion Bolt Guns can only be installed in Module slots #1, #2, #3, and #16. These weapons have an arc of fire as indicated in that slot. Weapons with split arcs indicate that the weapon in that slot can fire into either of the arcs, but all shots from the weapon on a turn must fire into the same arc. Point Defense Systems can be installed in non-weapon slots. No matter which slot they are installed in, the Point Defense System will fire with the listed side/side arcs.

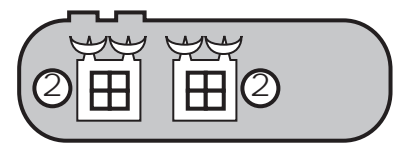
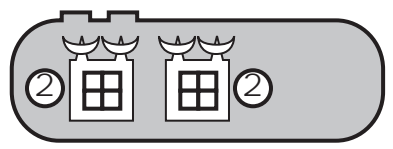
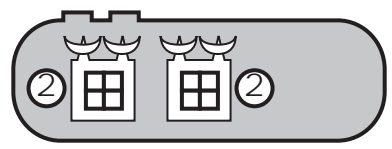
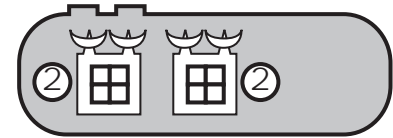
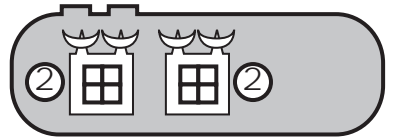
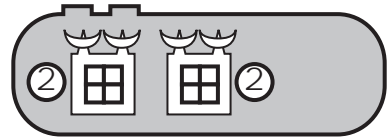
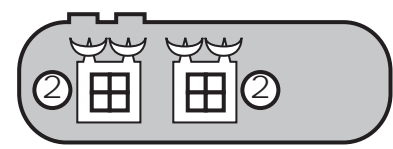
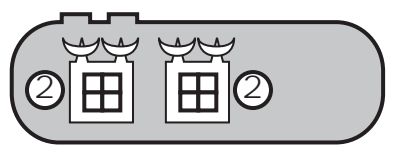
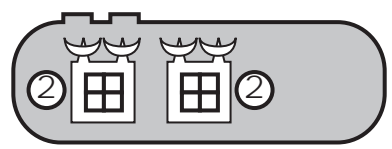
Hellbore Cannon



Fusion Blasters



Ion Bolt Guns



Point Defense System

