



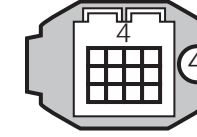
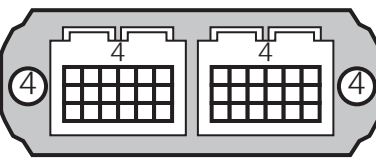
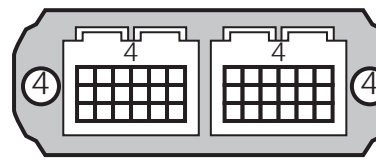
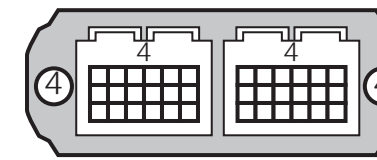
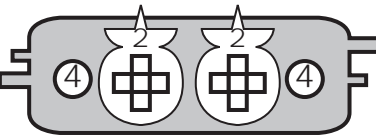
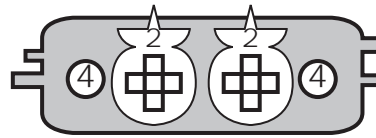
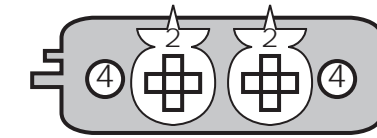
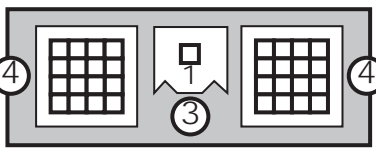
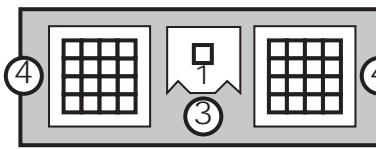
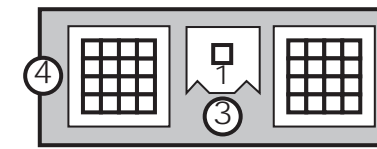
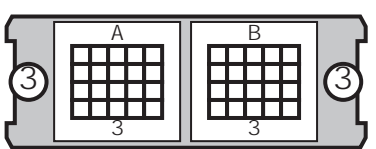
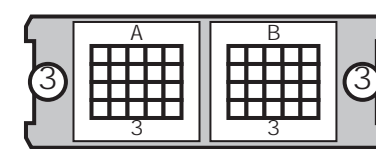
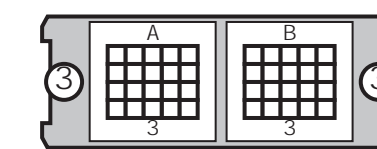
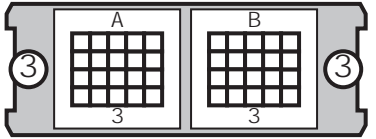
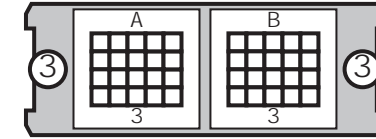
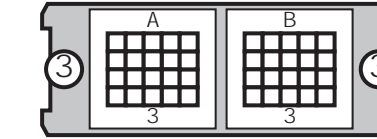
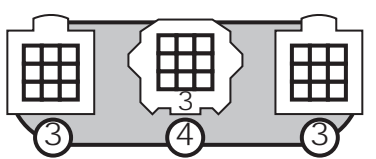
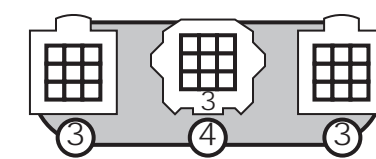
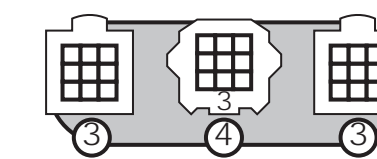
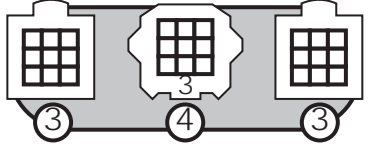
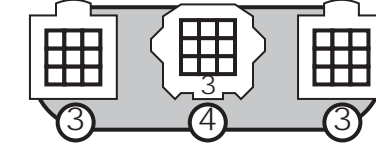
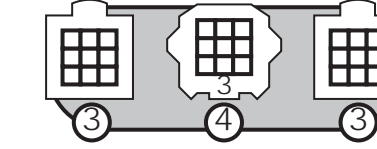


Precursor Flagship Modules (Page 1)

SPECIAL NOTE
 On a module hit, owning player selects which system to score damage on.
 Energy generated by Power Generators is stored in Power Batteries and is used to power all module systems.
 If the Flagship does not have any Plasma Batteries, the power from the Generators may be fed directly into a system.

Fuel Pods	    		
High Efficiency Fuel Systems	  		
A.T.S. Systems	  		
Crew Pods	  		
Storage Pods	  		
	  		
Dynamo Units	  		
	  		
Shiva Furnaces	