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		FIRE		+0	+2	-				BRIDGE HIT		+0	+1	NO SPECIAL ACTIONS																																																																																																																																																																																																																																																																																																																													
		MULTIPLE FIRES		+0	+3	-				ENGINEERING		+4	+3	NO DAMAGE CONTROL PERMITTED																																																																																																																																																																																																																																																																																																																													
		LOCALISED DEPRESSION		+1	+3	-				WEAPONS CONTROL		+4	+4	NO FIRING OUT OF ONE RANDOM ARC																																																																																																																																																																																																																																																																																																																													
		HULL BREACH		+2	+4	-				SECONDARY EXPLOSIONS		+106	+106	-																																																																																																																																																																																																																																																																																																																													
										REACTOR IMPLSION		+206	+406	-																																																																																																																																																																																																																																																																																																																													
										CATASTROPHIC EXPLOSION		+406	+206	-																																																																																																																																																																																																																																																																																																																													
<p>* VITAL SYSTEMS CRITICALS *</p> <p>* * MAY NOT BE REPAIRED * *</p>																																																																																																																																																																																																																																																																																																																																											
For more information, see Babylon 5: A Call to Arms Advanced Rules and Updates in <i>Sky Full of Stars</i>																																																																																																																																																																																																																																																																																																																																											