

THE RAIDERS - PATROL				Name / Crew Quality																																																																								
				4		4		4																																																																				
MODIFIED FREIGHTER				Speed / Troops																																																																								
				4	1	4	1	4	1																																																																			
Service Date 2190+ Hull 4 Turns 1/45° Craft NONE Special				Hull Damage																																																																								
				<table border="1"> <tr> <td></td><td></td><td></td><td>5</td><td></td><td></td><td></td><td>10</td><td></td><td></td><td></td><td>5</td><td></td><td></td><td></td><td>10</td><td></td><td></td><td></td><td>5</td><td></td><td></td><td></td><td>10</td> </tr> <tr> <td colspan="24"> <table border="1"> <tr> <td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> </table> </td> </tr> </table>							5				10				5				10				5				10	<table border="1"> <tr> <td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> </table>																																												
			5				10				5				10				5				10																																																					
<table border="1"> <tr> <td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> </table>																																																																												
Crippled: Turns reduced, half speed, only 1 weapon system per arc may be fired, lose Command, lose Fleet Carrier, lose Interceptors, 50% to lose each other special trait.				Crew Casualties																																																																								
				<table border="1"> <tr> <td></td><td></td><td></td><td>5</td><td></td><td></td><td></td><td>10</td><td></td><td></td><td></td><td>5</td><td></td><td></td><td></td><td>10</td><td></td><td></td><td></td><td>5</td><td></td><td></td><td></td><td>10</td> </tr> <tr> <td colspan="24"> <table border="1"> <tr> <td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> </table> </td> </tr> </table>							5				10				5				10				5				10	<table border="1"> <tr> <td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> </table>																																												
			5				10				5				10				5				10																																																					
<table border="1"> <tr> <td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> </table>																																																																												
WEAPON NAME				RANGE	AD	SPECIAL																																																																						
<p style="text-align: center;">Boresight</p> <p style="text-align: center;">Forward</p> Medium Pulse Cannon 8 3 <p style="text-align: center;">Port</p> Medium Pulse Cannon 8 3 <p style="text-align: center;">Starboard</p> Medium Pulse Cannon 8 3 <p style="text-align: center;">Aft</p> Medium Pulse Cannon 8 3 <p style="text-align: center;">Boresight Aft</p> <p style="text-align: center;">Turret 360°</p> Particle Beam 4 2 AFW																																																																												
CRITICAL HITS				Dam.		Crew		Effect																																																																				
				1-2	ENGINE CRITICALS																																																																							
1-2	POWER RELAYS DESTROYED		+0		+0		-1 SPEED																																																																					
3-4	THRUSTERS DAMAGED		+1		+0		-2 SPEED																																																																					
5	FUEL SYSTEM RUPTURED		+2		+1		-4 SPEED																																																																					
6	ENGINES DISABLED		+3		+1		SPEED 0, NO SPECIAL ACTIONS																																																																					
PRD	TD	PSR	ED	PRD	TD	PSR	ED	PRD	TD	PSR	ED																																																																	
REACTOR CRITICALS				Dam.		Crew		Effect																																																																				
1-3	CAPACITORS DAMAGED		+0		+1		-2 SPEED																																																																					
4-5	REACTOR GAS LEAK		+0		+3		NO SPECIAL ACTIONS																																																																					
6	REACTOR EXPLOSION		+3		+4		SPEED 0, NO SPECIAL ACTIONS																																																																					
CD	REL	RE	CD	REL	RE	CD	REL	RE	CD	REL	RE																																																																	
WEAPON CRITICALS				Dam.		Crew		Effect																																																																				
1-3	TARGETING SYSTEM DAMAGED		+0		+1		ALL WEAPONS LOSE 1 AD (MIN 0)																																																																					
4	POWER FLUCTUATIONS		+0		+0		ALL WEAPONS NEED 4+ TO FIRE																																																																					
5	WEAPONS OFFLINE		+2		+2		NO FIRING 1 RANDOM ARC																																																																					
6	CATASTROPHIC AMMUNITION EXPLOSION		+3		+4		NO WEAPONS MAY FIRE																																																																					
TSD	PF	WO	CAE	TSD	PF	WO	CAE	TSD	PF	WO	CAE																																																																	
CREW CRITICALS				Dam.		Crew		Effect																																																																				
1-2	FIRE		+0		+2		-																																																																					
3-4	MULTIPLE FIRES		+0		+3		-																																																																					
5	LOCALIZED DECOMPRESSION		+1		+3		-																																																																					
6	HULL BREACH		+2		+4		-																																																																					
F	MF	LD	HB	F	MF	LD	HB	F	MF	LD	HB																																																																	
VITAL SYSTEMS CRITICALS				Dam.		Crew		Effect																																																																				
1	BRIDGE HIT		+0		+1		NO SPECIAL ACTIONS																																																																					
2	ENGINEERING		+4		+3		NO DAMAGE CONTROL PERMITTED																																																																					
3	WEAPONS CONTROL		+4		+4		NO FIRING 1 RANDOM ARC																																																																					
4	SECONDARY EXPLOSIONS		+106		+106		-																																																																					
5	REACTOR IMPLOSION		+206		+406		-																																																																					
6	CATASTROPHIC EXPLOSION		+406		+206		-																																																																					
BH	E	WC	SE	RI	CE	BH	E	WC	SE	RI	CE																																																																	
VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL																																																																												

For more information, see Babylon 5: A Call to Arms Tournament Pack and Sky Full of Stars

THE RAIDERS - SKIRMISH				Name / Crew Quality																																																																																																											
				4			4			4																																																																																																					
STRIKE CARRIER				Speed / Troops																																																																																																											
				6			3			6			3			6			3																																																																																												
Service Date 2247+ Hull 4 Turns 1/45° Craft 4 DELTA-V FLIGHTS				Hull Damage																																																																																																											
				5			10			5			10			5			10																																																																																												
Special CARRIER 4 JUMP POINT				Crew Casualties																																																																																																											
				5			10			5			10			5			10																																																																																												
WEAPON NAME				RANGE	AD	SPECIAL																																																																																																									
Boresight																																																																																																															
Forward																																																																																																															
Medium Pulse Cannon	10	8																																																																																																													
Particle Beam	4	6	AFW																																																																																																												
Port																																																																																																															
Medium Pulse Cannon	10	4																																																																																																													
Particle Beam	4	6	AFW																																																																																																												
Starboard																																																																																																															
Medium Pulse Cannon	10	4																																																																																																													
Particle Beam	4	6	AFW																																																																																																												
Aft																																																																																																															
Particle Beam	4	6	AFW																																																																																																												
Boresight Aft																																																																																																															
Turret 360°																																																																																																															
				Crippled: Turns reduced, half speed, only 1 weapon system per arc may be fired, lose Command, lose Fleet Carrier, lose Interceptors, 50% to lose each other special trait.																																																																																																											
				Skeleton Crew: No special orders allowed, lose Command, lose Fleet Carrier, only one weapon system per turn may be fired, all DC checks at -2.																																																																																																											
				CRITICAL HITS																																																																																																											
				<table border="1"> <thead> <tr> <th>1-2</th> <th>ENGINE CRITICALS</th> <th>Dam.</th> <th>Crew</th> <th>Effect</th> </tr> </thead> <tbody> <tr> <td>1-2</td> <td>POWER RELAYS DESTROYED</td> <td>+0</td> <td>+0</td> <td>-1 SPEED</td> </tr> <tr> <td>3-4</td> <td>THRUSTERS DAMAGED</td> <td>+1</td> <td>+0</td> <td>-2 SPEED</td> </tr> <tr> <td>5</td> <td>FUEL SYSTEM RUPTURED</td> <td>+2</td> <td>+1</td> <td>-4 SPEED</td> </tr> <tr> <td>6</td> <td>ENGINES DISABLED</td> <td>+3</td> <td>+1</td> <td>SPEED 0, NO SPECIAL ACTIONS</td> </tr> </tbody> </table>												1-2	ENGINE CRITICALS	Dam.	Crew	Effect	1-2	POWER RELAYS DESTROYED	+0	+0	-1 SPEED	3-4	THRUSTERS DAMAGED	+1	+0	-2 SPEED	5	FUEL SYSTEM RUPTURED	+2	+1	-4 SPEED	6	ENGINES DISABLED	+3	+1	SPEED 0, NO SPECIAL ACTIONS																																																																							
1-2	ENGINE CRITICALS	Dam.	Crew	Effect																																																																																																											
1-2	POWER RELAYS DESTROYED	+0	+0	-1 SPEED																																																																																																											
3-4	THRUSTERS DAMAGED	+1	+0	-2 SPEED																																																																																																											
5	FUEL SYSTEM RUPTURED	+2	+1	-4 SPEED																																																																																																											
6	ENGINES DISABLED	+3	+1	SPEED 0, NO SPECIAL ACTIONS																																																																																																											
				<table border="1"> <thead> <tr> <th>PRD</th> <th>TD</th> <th>PSR</th> <th>ED</th> <th>PRD</th> <th>TD</th> <th>PSR</th> <th>ED</th> <th>PRD</th> <th>TD</th> <th>PSR</th> <th>ED</th> </tr> </thead> <tbody> <tr> <td colspan="4">3 REACTOR CRITICALS</td> <td colspan="2">Dam.</td> <td colspan="2">Crew</td> <td colspan="4">Effect</td> </tr> <tr> <td colspan="4">1-3 CAPACITORS DAMAGED</td> <td colspan="2">+0</td> <td colspan="2">+1</td> <td colspan="4">-2 SPEED</td> </tr> <tr> <td colspan="4">4-5 REACTOR GAS LEAK</td> <td colspan="2">+0</td> <td colspan="2">+3</td> <td colspan="4">NO SPECIAL ACTIONS</td> </tr> <tr> <td colspan="4">6 REACTOR EXPLOSION</td> <td colspan="2">+3</td> <td colspan="2">+4</td> <td colspan="4">SPEED 0, NO SPECIAL ACTIONS</td> </tr> </tbody> </table>												PRD	TD	PSR	ED	PRD	TD	PSR	ED	PRD	TD	PSR	ED	3 REACTOR CRITICALS				Dam.		Crew		Effect				1-3 CAPACITORS DAMAGED				+0		+1		-2 SPEED				4-5 REACTOR GAS LEAK				+0		+3		NO SPECIAL ACTIONS				6 REACTOR EXPLOSION				+3		+4		SPEED 0, NO SPECIAL ACTIONS																																							
PRD	TD	PSR	ED	PRD	TD	PSR	ED	PRD	TD	PSR	ED																																																																																																				
3 REACTOR CRITICALS				Dam.		Crew		Effect																																																																																																							
1-3 CAPACITORS DAMAGED				+0		+1		-2 SPEED																																																																																																							
4-5 REACTOR GAS LEAK				+0		+3		NO SPECIAL ACTIONS																																																																																																							
6 REACTOR EXPLOSION				+3		+4		SPEED 0, NO SPECIAL ACTIONS																																																																																																							
				<table border="1"> <thead> <tr> <th>CD</th> <th>REL</th> <th>RE</th> <th>CD</th> <th>REL</th> <th>RE</th> <th>CD</th> <th>REL</th> <th>RE</th> </tr> </thead> <tbody> <tr> <td colspan="4">4 WEAPON CRITICALS</td> <td colspan="2">Dam.</td> <td colspan="2">Crew</td> <td colspan="4">Effect</td> </tr> <tr> <td colspan="4">1-3 TARGETING SYSTEM DAMAGED</td> <td colspan="2">+0</td> <td colspan="2">+1</td> <td colspan="4">ALL WEAPONS LOSE 1 AD (MIN 0)</td> </tr> <tr> <td colspan="4">4 POWER FLUCTUATIONS</td> <td colspan="2">+0</td> <td colspan="2">+0</td> <td colspan="4">ALL WEAPONS NEED 4+ TO FIRE</td> </tr> <tr> <td colspan="4">5 WEAPONS OFFLINE</td> <td colspan="2">+2</td> <td colspan="2">+2</td> <td colspan="4">NO FIRING 1 RANDOM ARC</td> </tr> <tr> <td colspan="4">6 CATASTROPHIC AMMUNITION EXPLOSION</td> <td colspan="2">+3</td> <td colspan="2">+4</td> <td colspan="4">NO WEAPONS MAY FIRE</td> </tr> </tbody> </table>												CD	REL	RE	CD	REL	RE	CD	REL	RE	4 WEAPON CRITICALS				Dam.		Crew		Effect				1-3 TARGETING SYSTEM DAMAGED				+0		+1		ALL WEAPONS LOSE 1 AD (MIN 0)				4 POWER FLUCTUATIONS				+0		+0		ALL WEAPONS NEED 4+ TO FIRE				5 WEAPONS OFFLINE				+2		+2		NO FIRING 1 RANDOM ARC				6 CATASTROPHIC AMMUNITION EXPLOSION				+3		+4		NO WEAPONS MAY FIRE																														
CD	REL	RE	CD	REL	RE	CD	REL	RE																																																																																																							
4 WEAPON CRITICALS				Dam.		Crew		Effect																																																																																																							
1-3 TARGETING SYSTEM DAMAGED				+0		+1		ALL WEAPONS LOSE 1 AD (MIN 0)																																																																																																							
4 POWER FLUCTUATIONS				+0		+0		ALL WEAPONS NEED 4+ TO FIRE																																																																																																							
5 WEAPONS OFFLINE				+2		+2		NO FIRING 1 RANDOM ARC																																																																																																							
6 CATASTROPHIC AMMUNITION EXPLOSION				+3		+4		NO WEAPONS MAY FIRE																																																																																																							
				<table border="1"> <thead> <tr> <th>TSD</th> <th>PF</th> <th>WO</th> <th>CAE</th> <th>TSD</th> <th>PF</th> <th>WO</th> <th>CAE</th> <th>TSD</th> <th>PF</th> <th>WO</th> <th>CAE</th> </tr> </thead> <tbody> <tr> <td colspan="4">5 CREW CRITICALS</td> <td colspan="2">Dam.</td> <td colspan="2">Crew</td> <td colspan="4">Effect</td> </tr> <tr> <td colspan="4">1-2 FIRE</td> <td colspan="2">+0</td> <td colspan="2">+2</td> <td colspan="4">-</td> </tr> <tr> <td colspan="4">3-4 MULTIPLE FIRES</td> <td colspan="2">+0</td> <td colspan="2">+3</td> <td colspan="4">-</td> </tr> <tr> <td colspan="4">5 LOCALIZED DECOMPRESSION</td> <td colspan="2">+1</td> <td colspan="2">+3</td> <td colspan="4">-</td> </tr> <tr> <td colspan="4">6 HULL BREACH</td> <td colspan="2">+2</td> <td colspan="2">+4</td> <td colspan="4">-</td> </tr> </tbody> </table>												TSD	PF	WO	CAE	TSD	PF	WO	CAE	TSD	PF	WO	CAE	5 CREW CRITICALS				Dam.		Crew		Effect				1-2 FIRE				+0		+2		-				3-4 MULTIPLE FIRES				+0		+3		-				5 LOCALIZED DECOMPRESSION				+1		+3		-				6 HULL BREACH				+2		+4		-																											
TSD	PF	WO	CAE	TSD	PF	WO	CAE	TSD	PF	WO	CAE																																																																																																				
5 CREW CRITICALS				Dam.		Crew		Effect																																																																																																							
1-2 FIRE				+0		+2		-																																																																																																							
3-4 MULTIPLE FIRES				+0		+3		-																																																																																																							
5 LOCALIZED DECOMPRESSION				+1		+3		-																																																																																																							
6 HULL BREACH				+2		+4		-																																																																																																							
				<table border="1"> <thead> <tr> <th>F</th> <th>MF</th> <th>LD</th> <th>HB</th> <th>F</th> <th>MF</th> <th>LD</th> <th>HB</th> <th>F</th> <th>MF</th> <th>LD</th> <th>HB</th> </tr> </thead> <tbody> <tr> <td colspan="4">6 VITAL SYSTEMS CRITICALS</td> <td colspan="2">Dam.</td> <td colspan="2">Crew</td> <td colspan="4">Effect</td> </tr> <tr> <td colspan="4">1 BRIDGE HIT</td> <td colspan="2">+0</td> <td colspan="2">+1</td> <td colspan="4">NO SPECIAL ACTIONS</td> </tr> <tr> <td colspan="4">2 ENGINEERING</td> <td colspan="2">+4</td> <td colspan="2">+3</td> <td colspan="4">NO DAMAGE CONTROL PERMITTED</td> </tr> <tr> <td colspan="4">3 WEAPONS CONTROL</td> <td colspan="2">+4</td> <td colspan="2">+4</td> <td colspan="4">NO FIRING 1 RANDOM ARC</td> </tr> <tr> <td colspan="4">4 SECONDARY EXPLOSIONS</td> <td colspan="2">+106</td> <td colspan="2">+106</td> <td colspan="4">-</td> </tr> <tr> <td colspan="4">5 REACTOR IMPLOSION</td> <td colspan="2">+206</td> <td colspan="2">+406</td> <td colspan="4">-</td> </tr> <tr> <td colspan="4">6 CATASTROPHIC EXPLOSION</td> <td colspan="2">+406</td> <td colspan="2">+206</td> <td colspan="4">-</td> </tr> </tbody> </table>												F	MF	LD	HB	F	MF	LD	HB	F	MF	LD	HB	6 VITAL SYSTEMS CRITICALS				Dam.		Crew		Effect				1 BRIDGE HIT				+0		+1		NO SPECIAL ACTIONS				2 ENGINEERING				+4		+3		NO DAMAGE CONTROL PERMITTED				3 WEAPONS CONTROL				+4		+4		NO FIRING 1 RANDOM ARC				4 SECONDARY EXPLOSIONS				+106		+106		-				5 REACTOR IMPLOSION				+206		+406		-				6 CATASTROPHIC EXPLOSION				+406		+206		-			
F	MF	LD	HB	F	MF	LD	HB	F	MF	LD	HB																																																																																																				
6 VITAL SYSTEMS CRITICALS				Dam.		Crew		Effect																																																																																																							
1 BRIDGE HIT				+0		+1		NO SPECIAL ACTIONS																																																																																																							
2 ENGINEERING				+4		+3		NO DAMAGE CONTROL PERMITTED																																																																																																							
3 WEAPONS CONTROL				+4		+4		NO FIRING 1 RANDOM ARC																																																																																																							
4 SECONDARY EXPLOSIONS				+106		+106		-																																																																																																							
5 REACTOR IMPLOSION				+206		+406		-																																																																																																							
6 CATASTROPHIC EXPLOSION				+406		+206		-																																																																																																							
				<table border="1"> <thead> <tr> <th>BH</th> <th>E</th> <th>WC</th> <th>SE</th> <th>RI</th> <th>CE</th> <th>BH</th> <th>E</th> <th>WC</th> <th>SE</th> <th>RI</th> <th>CE</th> <th>BH</th> <th>E</th> <th>WC</th> <th>SE</th> <th>RI</th> <th>CE</th> </tr> </thead> <tbody> <tr> <td colspan="18" style="text-align: center;">VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL</td> </tr> </tbody> </table>												BH	E	WC	SE	RI	CE	BH	E	WC	SE	RI	CE	BH	E	WC	SE	RI	CE	VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL																																																																													
BH	E	WC	SE	RI	CE	BH	E	WC	SE	RI	CE	BH	E	WC	SE	RI	CE																																																																																														
VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL																																																																																																															

For more information, see Babylon 5: A Call to Arms Tournament Pack and Sky Full of Stars

THE RAIDERS - RAID				Name / Crew Quality																	
				4			4			4			4								
BATTLEWAGON				Speed / Troops																	
				6			4			6			4			6			4		
Service Date 2242+ Hull 6 Turns 1/45° Craft 4 DELTA-V FLIGHTS				Hull Damage																	
				5			10			5			10			5			10		
Special INTERCEPTORS 2 JUMP POINT				15			20			15			20			15			20		
				25			30			25			30			25			30		
Crippled: Turns reduced, half speed, only 1 weapon system per arc may be fired, lose Command, lose Fleet Carrier, lose Interceptors, 50% to lose each other special trait.				35			40			35			40			35			40		
				35			40			35			40			35			40		
WEAPON NAME				RANGE			AD			SPECIAL											
Boresight Medium Laser Cannon 20 3 B/DD/SAP Forward Medium Pulse Cannon 10 10 Particle Beam 4 4 AFW				Skeleton Crew: No special orders allowed, lose Command, lose Fleet Carrier, only one weapon system per turn may be fired, all DC checks at -2.																	
																Port Particle Beam 4 4 AFW Starboard Particle Beam 4 4 AFW Aft Twin Particle Array 8 6 TLW Particle Beam 4 4 AFW Boresight Aft Turret 360°					
CRITICAL HITS																					
1-2		ENGINE CRITICALS				Dam.		Crew		Effect											
1-2		POWER RELAYS DESTROYED				+0		+0		-1 SPEED											
3-4		THRUSTERS DAMAGED				+1		+0		-2 SPEED											
5		FUEL SYSTEM RUPTURED				+2		+1		-4 SPEED											
6		ENGINES DISABLED				+3		+1		SPEED 0, NO SPECIAL ACTIONS											
PRD	TD	PSR	ED	PRD	TD	PSR	ED	PRD	TD	PSR	ED										
3		REACTOR CRITICALS				Dam.		Crew		Effect											
1-3		CAPACITORS DAMAGED				+0		+1		-2 SPEED											
4-5		REACTOR GAS LEAK				+0		+3		NO SPECIAL ACTIONS											
6		REACTOR EXPLOSION				+3		+4		SPEED 0, NO SPECIAL ACTIONS											
CD	REL	RE	CD	REL	RE	CD	REL	RE	CD	REL	RE										
4		WEAPON CRITICALS				Dam.		Crew		Effect											
1-3		TARGETING SYSTEM DAMAGED				+0		+1		ALL WEAPONS LOSE 1 AD (MIN 0)											
4		POWER FLUCTUATIONS				+0		+0		ALL WEAPONS NEED 4+ TO FIRE											
5		WEAPONS OFFLINE				+2		+2		NO FIRING 1 RANDOM ARC											
6		CATASTROPHIC AMMUNITION EXPLOSION				+3		+4		NO WEAPONS MAY FIRE											
TSD	PF	WO	CAE	TSD	PF	WO	CAE	TSD	PF	WO	CAE										
5		CREW CRITICALS				Dam.		Crew		Effect											
1-2		FIRE				+0		+2		-											
3-4		MULTIPLE FIRES				+0		+3		-											
5		LOCALIZED DECOMPRESSION				+1		+3		-											
6		HULL BREACH				+2		+4		-											
F	MF	LD	HIB	F	MF	LD	HIB	F	MF	LD	HIB										
6		VITAL SYSTEMS CRITICALS				Dam.		Crew		Effect											
1		BRIDGE HIT				+0		+1		NO SPECIAL ACTIONS											
2		ENGINEERING				+4		+3		NO DAMAGE CONTROL PERMITTED											
3		WEAPONS CONTROL				+4		+4		NO FIRING 1 RANDOM ARC											
4		SECONDARY EXPLOSIONS				+106		+106		-											
5		REACTOR IMPLOSION				+206		+406		-											
6		CATASTROPHIC EXPLOSION				+406		+206		-											
BH	E	WC	SE	RI	CE	BH	E	WC	SE	RI	CE										
VITAL SYSTEMS CRITICALS MAY NOT BE REPAIRED WITH DAMAGE CONTROL																					

For more information, see Babylon 5: A Call to Arms Tournament Pack and Sky Full of Stars