



# BABY SPACE DRAGON SQUADRON SCALE

# YOUNG SPACE DRAGON FLEET SCALE

## SPECIAL RULES

### DAMAGE:

- 1 = Body
- 2 = Right Wing
- 3 = Right Claw
- 4 = Tail
- 5 = Left Claw
- 6 = Left Wing

Phaser and plasma cannot be disabled.  
To kill the dragon, disable all wing, claw, body, and tail boxes. Can heal one box/turn.

### MOVEMENT

20 or more wing boxes = Base Speed 24  
10 or more wing boxes = Base Speed 16  
1 or more wing boxes = Base Speed 8  
Turn mode of 1 at all speeds. Cannot accelerate, decelerates for no cost, cannot use Evasive Maneuvers. Can make one High Energy Turn per Game Turn (no break down).

### FEDERATION COMMANDER:

**ROMULAN BORDER**  
FLEET SCALE SHIP CARD #40 OF 33-  
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# 40

**Tail Swipe Used**  
1 2 3

**PL-F**  
A

**PH-3**  
1 2

**LEFT WING**  
13 10 7 4

**BODY**  
35 28 21 14 7

**RIGHT WING**  
13 10 7 4

**WEAPONS**  
2 1  
Phasers and plasma fire every turn in any direction. Declare all phaser targets before conducting any phaser fire.

**LEFT CLAW**  
10 6

**TAIL**  
13 10

**RIGHT CLAW**  
10 6

**PLASMA 1**

**PLASMA 2**

**Weapons Used**  
A 1 2

Roll for each damage point;  
do not roll for groups of ten damage points.