

**(SML1.0) CAPTIVE DRAGON**

In Y156, a Klingon D6 flotilla found a lone adolescent space dragon wandering through Klingon space. They were able to tractor the dragon back to a battle station for scientific study (and dissection). It was difficult to capture the young dragon - one of the original D6s was severely damaged in the capture, and barely escaped with its boom section. Their base station would not fare much better. As part of this experiment, they learned the hard way that you shouldn't keep dragons as pets.

The young dragon cried continuously, causing an interference with their sensor and scanner equipment with its screams for help. The Klingons soon found that the young dragon was both able to fire its breath weapon at point blank range inside the station, and able to use its planet-ravaging ability, causing severe damage to the inside of the station. The dragon also chewed through several power cables, destroyed several control systems, and nearly injured every part of the station before it escaped outside.

The Base Station was blinded, sensors inoperative, under attack from the inside. Shortly thereafter, the dragon's clan showed up to rescue the youngster. Shortly thereafter, a harsh lesson about wild animals was learned.

**(SML1.1) NUMBER OF PLAYERS:** 2; the Dragon player and the Klingon player.

**(SML1.2) INITIAL SET UP**

The scenario starts with items in pristine condition.

**DRAGON (BPV 540):** 1 Young Dragon (Child), inside the BS 2215-A.

2 Adult Dragons (Mother) 0303-C, (Father) 0102-C.

1 Old Dragon (Grandparent) 0301-C.

**KLINGON (BPV 452):** 1 BS 2215-A., with power pod, P-P2 WS-II

D6 2314-F, WS-II

D6 2117-F, WS-II

D-Bm, 1914-C, WS-II

**(SML1.3) LENGTH OF SCENARIO:** The scenario continues until all forces belonging to one side have been destroyed, captured, or have disengaged.

**(SML1.4) SPECIAL RULES:** The map floats. The base station must remain on the map unless it is destroyed. Dragons may disengage in direction A, F, or E. Klingon units may disengage in any direction.

**(SML1.4.1) YEAR:** The year of the scenario is 156. This may be varied to include other effects (SML1.7).

**(SML1.5) COMMANDER; OPTION ITEMS:** Ships can purchase additional or special equipment as Commander's option items up to 20% of its combat BPV.

**(SML1.5.1) YOUNG DRAGON:** The young dragon starts out inside the BS' central cargo area (or the largest contiguous block on the SSD if using SML 1.7.3). It has the choice of staying inside the station or going "outside". Inside, it is able to cause damage, but takes damage from internals to the station (1.5.1.3)

**(SML1.5.1.1) RAVAGING:** It can ravage for internal damage on the first turn, and use its breath weapon from inside the space station (no feedback effect on the dragon; no shields). It may decide to voluntarily stay inside the station and continue ravaging, or attempt to cause enough damage to escape (SML1.5.1.2). All damage is first applied to the cargo bay. The dragon can then decide if it is going to damage further inside the station, in which case additional damage should be rolled as standard internal damage on the Damage Allocation Chart. Otherwise, it can apply damage outward to the armor.

**(SML1.5.1.2) ESCAPE:** It does not need to destroy all of the cargo boxes, but it must break through all of the armor in order to escape the station. It will not take shield damage when it escapes.

**(SML1.5.1.3) BOARDING PARTIES.** If the dragon stays in the base, at the end of the first turn, the Klingon player may use boarding parties to cause damage to it. Treat the dragon as a strength 0 combatant.

**(SML1.5.1.4) OTHER WEAPONS.** The phasers on the base station are placed facing outward, and cannot hit the young dragon as long as they are inside the main cargo bay. However, heavy weapons, drones, and phasers of ships, shuttles, or fighters may be used to damage the dragon.

**(SML1.5.1.4.1)** As long as the young dragon is inside the base, however, it must be treated as a standard attack on the station, following the order of shields first, armor, then internal hits. The dragon is hit on any "Cargo" hit, even if the station does no longer have any remaining "cargo" boxes.

**(SML1.5.2) DRAGON SCREAM:** The young dragon has been letting out a super sonic scream in the atmospheric environment of the station, causing the first 2 scanner and first 2 sensor boxes to be disabled for the duration of the scenario, or until repaired.

**(SML1.5.3) TRACTOR BEAM.** The Klingons discovered that dragons could be held, but only under the influence of at least two tractor beams. Tractoring a dragon in this way requires two independent tractor beam of the appropriate strength to spread the area of effect over each of the creature's wings. The relative masses for tractor vessel speeds for the types of Space Dragons are: young – 1, adult – 2, old – 3, ancient – 5. The young dragon may not be tractor until it is outside the station.

**(SML1.5.4)** Only the mother dragon (starting in 0303-C) may go into a fury for her child. The father dragon does not have this ability (SM7.0). However, the father may go into a fury if the mother is attacked (same as the mother-child relationship). The grandparent dragon does not have the energy to go into fury for any of the other dragons (its spouse was caught in a Tholian Web a while ago).

**(SML1.6) VICTORY CONDITIONS:** Use the Standard Victory Conditions (S2.2).

**(SML1.7) VARIATIONS:** The scenario may be played again under different conditions by making one or more of the following changes:

**(SML1.7.1)** Add a third player of a different race (or species, another space dragon clan for instance). They may choose to attack the captured clan dragons, the Klingons, or both.

**(SML1.7.2)** Substitute another race for the Klingons. Use a force of approximately 390 BPV.

**(SML1.7.3)** Use a convoy of transports or a tug. The young dragon begins the scenario inside the largest cargo bay (predesignated).

**(SML1.7.4)** Place several more or a different combination of dragons inside as cargo.

**(SML1.7.5)** Place the dragon in the middle of space in the control of a stasis field generator ship.

**(SML1.7.6)** Use X-ships.

**(SML1.7.6)** Use penal ships. The station could be a Klingon prison base.

**(SML1.8) TACTICS:** Here are some observations about the gameplay:

**(SML1.8.1) DRAGON TEAM:** The young dragon can cause a lot of damage to the inside of the station, but also faces damage from the boarding parties. Use it as a diversion as long as possible. Do not forget the special fury that the adult dragon can use to get to the young dragon.

**(SML1.8.2) KLINGON TEAM:** Though the young dragon can cause a lot of damage, focusing on him and ignoring his family will be more dangerous. Try to focus fire on one dragon. The only way to disable their systems is to completely destroy their claws or their wings. Use the tractor technique to keep the dragons from sneaking up behind a downed shield.