

**(SP0816.0) THREE-RING CIRCUS**

(Y183)

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In a wide asteroid field within the Hydran Kingdom especially rich with mineral resources, Hydran mining operations continued as best they could despite the strains of the General War. Perhaps made daring by perceived Hydran weakness, or great need, a Jindarian Caravan decided it had a better right to control those resources, and staged a carefully timed raid to destroy the Hydran mining units. Three attacks were launched simultaneously, the Jindarians figuring that even if help arrived, they would destroy the majority of their foe's materials, and take over when the Hydrans could not afford to rebuild. Unfortunately for them, the closest responding Hydran ship was particularly flexible . . .

**(SP0816.1) NUMBER OF PLAYERS:** 2; the Hydran player and the Jindarian player.

**(SP0816.2) INITIAL SETUP**

**TERRAIN:** The entire map is an asteroid field (P3.1).

**HYDRAN:** Map #1: Small Mining Station *Hname1* on a large asteroid (P3.4) in hex 3206.

F-OL *Hname2* and Security Skiff *Hname3* set up within three hexes of hex 3206, initial heading at the Hydran player's option, speed 8, WS-I.

Map #3: Small Mining Station *Hname4* on a large asteroid (P3.4) in hex 0523, WS-I.

F-S *Hname5*, F-S *Hname6* and Security Skiff *Hname7* set up within three hexes of hex 0523, initial heading at the Hydran player's option, speed 8, WS-I.

Map #4: Small Mining Station *Hname8* on a large asteroid (P3.4) in hex 3812. Small Ground Warning Station *Hname9* on a large asteroid (P3.4) in hex 3812, both WS-I.

Security Skiff *Hname10* sets up within three hexes of hex 3812, initial heading at the Hydran player's option, speed 8, WS-I.

**REINFORCEMENTS:** Hydran DCS *Hydramax* (8xStinger-2, 4xHarrier+) enters Map #4, on Turn #2, within 3 hexes of hex 1630, heading A, B, or C, speed max, WS-III. See (SP0816.46).

**JINDARIAN:** 6xMeteor-3 Fighters, 3xPFs, and DD *Jname1*, are set up as per (SP0816.45), all speed 10, heading at the option of the Jindarian Player, WS-III.

**(SP0816.3) LENGTH OF SCENARIO:** The scenario continues until all forces, belonging to one side, have been destroyed, captured, or have disengaged.

**(SP0816.4) SPECIAL RULES**

**(SP0816.41) MAP:** The map is fixed; it does not float. Any unit leaving the map has disengaged and cannot return. The map consists of four mapsheets laid out in a square with the 42xx edge of Map #1 abutting the 01xx edge of Map #2, and the xx30 edge of Map #1 abutting the xx01 edge of Map #3. The 01xx edge of Map #4 abuts the 42xx edge of Map #3, while the xx01 edge of Map #4 abuts the xx30 edge of Map #2. The Hydran units can only disengage from xx30 edge of Maps #3 and #4. The Jindarian units can disengage from any map edge except the xx30 edge of Maps #3 and #4. Units that disengage in unauthorized areas are considered destroyed.

**(SP0816.42) SHUTTLES AND PFs:** All shuttles and PFs have warp booster packs. All shuttles are advanced types. Mega-packs are not available.

**(SP0816.421) MRS shuttles** are not available in this scenario.

**(SP0816.422)** There are no electronic warfare fighters in this scenario.

**(SP0816.423)** The four PFs on the *Hydramax* are standard Harrier PFs, the three Jindarian PFs are standard combat variants.

**(SP0816.43) COMMANDER'S OPTION ITEMS**

**(SP0816.431)** All ships except the *Hydramax* can purchase additional or special equipment as Commander's Option Items (e.g., T-bombs, extra Marines, etc.) up to 20% of its Combat BPV. See (S3.2) for details and exceptions. The *Hydramax* cannot purchase any Commander's Option Items. Note that whatever is spent here counts in the Standard Victory Conditions (S2.2) as victory points for the enemy.

**(SP0816.432)** The empires that are involved in this scenario do not use drones. In a variation where a drone-armed empire is used, all drones are "fast," i.e., speed-32.

Each drone-armed ship can purchase special drones up to the historical percentages appropriate to that empire as part of the Commander's Option Items. Note that (S3.2) allows drone ships extra points for this purpose.

**(SP0816.433)** No ship in this scenario normally carries a Prime Team (G32.0), but such Teams are sometimes assigned to various ships. Players may experiment with Prime Teams, perhaps as a balance factor.

**(SP0816.44) REFITS:** The Hydran Harrier PFs and Jindarian PFs all have the shield refit.

**(SP0816.45) JINDARIAN SETUP:** The Jindarian player must divide his forces into three groups, no group having more than 150 or less than 50 Combat BPV. Before the scenario begins, the Jindarian player places his groups (after the Hydran player has placed his at start forces) at least ten hexes away from any Hydran unit maps #3 and #1. Jindarian units on Map #4 (which has the SWS) cannot be closer than 15 hexes at start.

**(SP0816.46) HYDRAMAX:** The *Hydramax* was on its way back for repair and replenishment, and had detached its escorts for use by other Hydran units. It has no Commander's Options and no fighter pods or other supplies. It has only one warp pack available for each of its fighters, shuttles, and PFs (the one that begins the scenario already attached).

**(SP0816.5) VICTORY CONDITIONS:** Use the Standard Victory Conditions (S2.20), except that if the Jindarian player does not destroy ALL Hydran at start forces in at least two of the three maps he automatically loses.

**(SP0816.6) VARIATIONS:** The scenario can be played again under different conditions by making one or more of the following changes:

**(SP0816.61)** Use a different empire's DCS, or replace the Jindarians with Orions of equivalent BPV and composition (fighters, PFs, one ship).

**(SP0816.62)** Delete the *Hydramax* and add a small fighter ground base (6xStinger-F fighters) to each Hydran force. Each small fighter ground base is on a large asteroid (P3.4) in the same hex as the existing Hydran bases. The scenario does not end until all Hydran ground bases are destroyed, or all Jindarian units have been destroyed or disengaged.

**(SP0816.63)** For a larger scenario, place a Jindarian BCS in hex 2215 of Map #3. The fighters and PFs attacking the Hydran mining operations are deleted from it, leaving it three PFs (one combat, one leader, and one scout). Allow the *Hydramax* to use Commander's Options normally and give it its full complement of fighters and PFs and add its escorts (NAC and DWA). The Hydrans must save at least two of the mining forces (defined as having one non-Skiff unit of that

force survive) and destroy the BCS to win. The BCS cannot use asteroid disengagement until all three Hydran mining forces are destroyed or have disengaged and it has recovered all of its remaining fighters and PFs.

**(SP0816.7) BALANCE:** The scenario can be balanced between players of different skill levels by one or more of the following:

**(SP0816.71)** Change the Jindarian DD to a LCS, or a FF. Increase the number of Stingers and/or Harriers available to the DCS at start (assumes fewer previous combat losses by the Hydrans).

**(SP0816.72)** Replace the DD with a Jindarian CL, and allow it to start within five hexes of its targeted area, using hidden deployment (D20.0).

**(SP0816.73)** Delete or add Meteor fighters and Jindarian PFs.

**(SP0816.74)** Adjust the starting speeds of the Hydran Mining forces to help or hinder any plans at flight.

### **(SP0816.8) TACTICS**

**JINDARIAN:** The composition of each attacking force will be critical. Decide which type of attacker would be best suited to destroy different targets. Drive home the attacks fiercely, you must wipe out two of three Hydran mining forces to win, and the Hydran reinforcements are coming.

**HYDRAN:** You must also decide which forces to send where. Do you send the DCS, with the most reinforcements available, to aid Mining group #1 (the farthest away), or would the Harriers be better, as nimble units? Will you send Stingers to battle the Jindarian PFs, or prefer fighter duels? Balance the need to get there quickly with how much asteroid damage you are willing to take en route.

**(SP0816.9) PLAYTESTERS COMMENTS:**

**(SP0816.X) DESIGNER'S NOTES:**

**HISTORICAL OUTCOME**