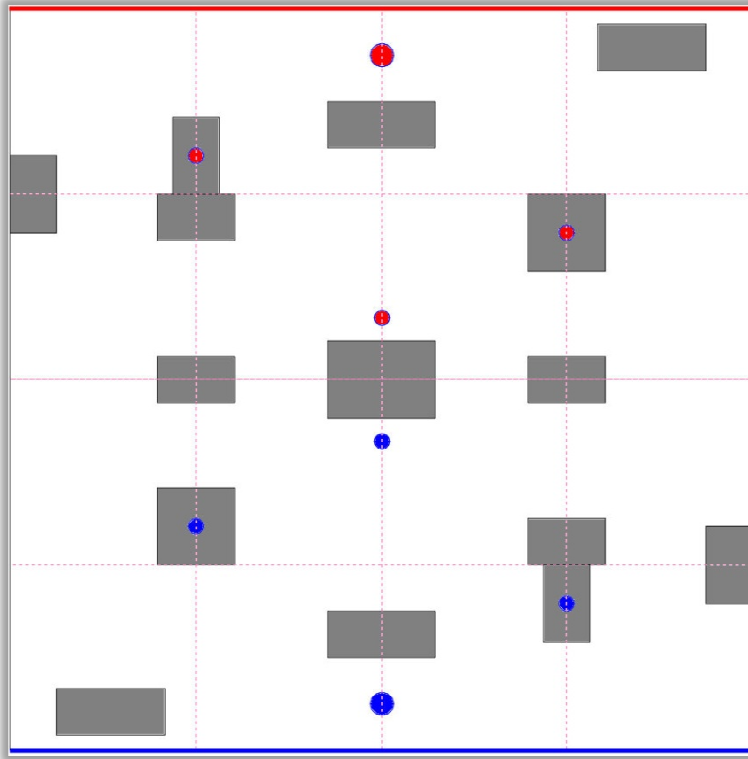


# Forward Listening Posts

During a long cease fire, each force placed valuable listening posts near their front lines to quietly gather intelligence on the other. Now, fighting has broken out again and these listening posts must be destroyed!



All buildings are Standard A6. It is strongly suggested that the table be laid out as shown.

Forward Listening Posts (FLPs) are as follows...

**Small Central:** 1.5" from center of Large (30DP) 7x5 structure wall. +1VP when this FLP is destroyed.

**Small Flanking:** Place these inside structures...

- Large (30DP) 5x5
- Two Small 3x5 (10DP each) linked structures. Front structure should mostly shield the back one from the enemy.

+1VP for each of these a player destroys.

**Large Backfield:** 3" from table edge and 3" center of Medium 7x4 structure wall. +2VP when this FLP is destroyed.

The two center backfield tiles could be "park" style tiles, i.e. no roads.

**Players:** 2

**Roster Type:** Standard (1500 points is ideal)

**Deployment:** Fast Movers start in Reserve, all other units in Readiness. Forces enter on colored table edges.

**Duration:** 6 Turns

**Victory Conditions:** The player that scores the most Victory Points by destroying Forward Listening Posts wins. Ties are broken via Kill Points. Killing a Command Unit with a Commander contributes double Kill Points.

**Forward Listening Posts:** Each force must defend four immovable Forward Listening Posts (FLPs) that have A6/5DP and no countermeasures. FLPs in a building can only be destroyed by Infantry, Falling Masonry, or the destruction of the structure they are in.

For enemy Infantry squads that encounter FLPs in a building, the FLP is immediately destroyed on the activation *AFTER* that enemy infantry squad becomes the Occupier, regardless of how many DP remain on the FLP. FLPs in the open are counted as stationary Vehicles and can only be attacked as such. Only Field Repair cards can be used to repair damaged FLPs.

**Tactical Considerations:** Fast Movers, speedy Infantry, and Indirect Fire weapons will be very helpful.