

MATCH SCORING

1. Players on each team will play one game against their individual opponents. Each player will contribute the following points to their team's score based on the following results:

a. Clear Win. This occurs when all Terrorist Cells have been eliminated before time runs out and neither player has run out of either Action cards or Crisis cards. The Winner is the player with the higher score. The Winner is awarded **4 points** and the losing player is awarded **1 point**.

b. Time Win. This occurs when the game runs out of time, or one player runs out of Crisis cards. The player with the higher score is the Winner. The Winner is awarded **3 points**. The losing player is awarded **1 point**.

c. Survivor Win. This occurs when one player runs out of Action cards, or has lost all his/her Citizen Groups. The Winner is the player who did not run out of Action cards, or did not lose all his/her Citizen Groups. The Winner is awarded **2 points**. The losing player is awarded **0 points**.

d. Draw. This occurs when both players have an identical score and still have Citizen Groups remaining, AND either (1) time runs out before end of the game, (2) Crisis cards have run out, or (3) all Terrorist Cells have been eliminated. There will be no Winner in this game but each player will be awarded **1 point**.