

Scoring for the "main" match points
2 match points for the winning team in a 2x2 game
0 match points for the losing team in a 2x2 game
last man standing counts - I.E. To win you have to finish off both of the opponents.
1 match point for the winner in a 1x1 game
0 match points for the loser in a 1x1 game
For tie breaker bonus points:
1x1:
each *9 = 1 point
win < 100 = 10 points 7 points if PBEM mod lite is used
win < 150 = 5 points 3 points if PBEM mod lite is used
2x2
each *9 1st = 2 points
each *9 2nd = 1 point
win < 100 = 10 points 7 points if PBEM mod lite is used.
win < 150 = 5 points 3 pounts if PBEM mod lite is used.
There is no penalty for resigning.
The player that is in 1st is responsible for reporting the *9 win in the *9 reporting thread.
You may win a 1x1 by
1) Anihlation of your opponent.
2) Win the alien race.
3) Win by 4XPG. That is- your power graph line is 4x as high as your opponents power graph line.
4) Your opponent resigns.
All of these give the same point value; 1 point in a 1X1 Game.
All of these types of wins, except for the 4xPG win are also valid for the 2X2 Games.
All types of wins count the same in a 2X2 Game; 2 points for a win in a 2X2 Game.