

THE BITTER END

Deployment: Hammer and Anvil

Mission: Purge the Alien (see below)

Special Rules: Night Fighting, Reserves, Random Game Length, To the Bitter End

To the Bitter End: The number of Victory Points each unit is worth when it's killed depends on which game turn they are destroyed in. See the table below:

Game Turn	VP per unit destroyed
1-2	1 VP
3-4	2 VP
5+	3 VP

Turn 3 Victory Condition: Have more VP than your opponent at the end of the 3rd game turn..

Total Victory: You win, and you have wiped out your opponent.