SUBS



3 VP if you are among the players with the **most detonated** Test Sites.
(FINAL SCORING: DO THIS ONCE, **NOT** FOR EACH EVENT.)

Reveal cards in all Coastal Waters. Return all revealed Decoys to the General Supply.

***7 VP** if your **ABM Defense** matches or exceeds the opponent Nukes in your Coastal Waters.*

1 VP for each Nuke on your deployed Subs.

Score Subs then return them to their owners' supplies.

BOMBERS



3 VP if you are among the players with the **most detonated** Test Sites.
(FINAL SCORING: DO THIS ONCE, **NOT** FOR EACH EVENT.)

***7 VP** if there are **not any enemy Bombers** in your Airspace.*

1 VP for each Nuke on your deployed Bombers. (Level 1+2 in your own Airspace and Level 3+4 in any Airspace.)

Return all Bombers and Fighter Squadrons to their owners' supplies.

ICBMs





3 VP if you are among the players with the **most detonated** Test Sites.
(FINAL SCORING: DO THIS ONCE, **NOT** FOR EACH EVENT.)

***4 VP** if your **ABM Defense** matches or exceeds the ICBMs of your opponent who has the most ICBMs (nukes on Silos).*

1 VP for each of your ICBMs.

7 VP if you are among the players with the most ICBMs.

4 VP if you are among the players with the 2nd most ICBMs.

THIRD WORLD





3 VP if you are among the players with the **most detonated** Test Sites.
(FINAL SCORING: DO THIS ONCE, **NOT** FOR EACH EVENT.)

***4 VP** if your **ABM Defense** matches or exceeds the Nukes in the Third World Nation on your Player Board.*

1 VP for each Nukes in a nation that you control.

3 VP for each nation that you control.