

# Infinite Galaxy

Events: Ghost requires energy. Gather at start. Follow leader and wait. Leader will say 'ready' and then 'attack'. Wait for order!

Starfield challenge: portal 5 minutes before event. Attack individual enemies, then fortress with main, then with other fleets. Main will reinforce fortress after win. Join fights with other fleets when enemies are attacking fortress directly. No energy required.

Galaxy Summit: Return fleets to base. No energy required. No losses! 45mins. Buffs to be used before start. Bases will be protected automatically. Prepare strongest ships, join 5 mins before start. Follow leader. Refill warships when required.

Signal event: No energy required. Small losses in repair center. Get assigned area to protect. Port halfway between center and sim center. Group-Attack enemy ships that come and defend alliance building.

Spirit: Attack and plunder res.

From:

<http://wuff.dyndns.org/> - **Wulf's Various Things**

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Last update: **2023/05/29 11:53**

