

Infinite Galaxy

Events

Ghost

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.

Purity Protocol

8 hour event, no losses, no energy If unavailable, reinforce HQ.

Protect hq from fleets, attack Sanctifier Carrier (aka egg). Kill fleets. Egg will shield 10 minutes before timer runs out, then port to new location.

Warpath Universe

No energy cost, no loss of warships, no repair cost, repair time reduced. No res from attacking spaceports. Points for attacking fleets. Don't attack spaceports.

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