

Barons of the Galaxy - Open Challenge Event Cheat Sheet & Reference Guide

The intent of this sheet is to provide a quick reference guide to units, combat and structures and was created to help the participants of the BotG - Open Challenge Event.



**** Page 1 of 2 - Combat *******















Table of Units (used inclusively in the Open Challenge Events)

	1 x Transport - L10 Build Cost: \$2,000,000 Cost Per Turn: \$1,000 Cost Per Battle: ~7,500 Power: 100		1 x Infantry - L10 Build Cost: \$2,500,000 Cost Per Turn: \$1,000 Cost Per Battle: ~ 12,000 Power: 1000		1 x Battlesuit - L10 Build Cost: \$17,500,000 Cost Per Turn: \$8,700 Cost Per Battle: ~ 20,000 Power: 8,000
	1 x Freighter - L10 Build Cost: \$500,000 Cost Per Turn: \$500 Cost Per Battle: ~7,500 Power: 20		1 x Mechanized - L10 Build Cost: \$10,000,000 Cost Per Turn: \$5,000 Cost Per Battle: ~ 15,000 Power: 2,000		
	1 x Scout - L10 Build Cost: \$250,000 Cost Per Turn: \$250 Cost Per Battle: ~2,500 Power: 200		1 x Armored - L10 Build Cost: \$15,000,000 Cost Per Turn: \$7,500 Cost Per Battle: ~ 20,000 Power: 5,000		

Combat Values Matrix

Reference: Barons of the Galaxy - Guide - Combat

https://baronsofthegalaxy.com/home_guide.aspx?section=combat

	Attacker	Hits	Tra	Inf	Com	Mec	Arm	Bat	Art	Fig	Bom	Var	Sct	Cor	Fre	Fri	Des	Car	Cru	BSh	Dre	Mon	Port	Rail	Miss	Ion	Shi	Base	Ship	Struc
	Transport	100	5	5	5	5	2	3	3	2	1	2	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2	2	5
	Infantry	100	25	25	60	20	5	10	20	4	1	4	5	5	4	2	4	2	2	2	2	2	10	15	15	10	15	10	10	20
	Mechanized	120	50	50	60	40	10	20	40	5	1	5	6	6	4	2	4	2	2	2	2	2	10	20	20	25	10	10	10	20
	Armored	300	90	35	30	90	60	80	90	2	1	2	2	2	1	1	1	1	1	1	1	1	30	50	50	50	25	30	30	50
	Battlesuit	200	80	60	60	70	35	40	70	12	5	12	15	15	5	5	5	5	5	4	5	5	40	60	60	60	50	40	40	80
	Scout	150	20	20	20	20	10	30	20	12	50	10	20	20	20	20	20	20	20	15	30	20	15	30	20	30	10	20	20	25
	Freighter	300	4	4	4	4	4	4	4	3	3	3	5	5	5	5	5	5	5	3	5	5	1	1	1	1	1	1	1	2
	Fortification	250	15	15	15	15	15	15	15	15	15	15	7	7	5	5	5	5	5	5	5	5	0	0	0	0	0	0	0	0
	Rail Gun	200	240	120	120	240	300	300	300	60	60	60	30	30	25	25	25	30	30	25	30	30	100	100	100	100	20	100	100	100
	Missile Turret	200	150	210	210	60	60	60	300	300	270	150	150	10	10	10	10	10	5	5	5	5	0	0	0	0	0	0	0	0
	Ion Cannon	200	0	0	0	0	0	0	0	60	90	60	45	60	250	250	250	250	250	250	250	250	0	0	0	0	0	0	0	0
	Shields	200	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Military Base	900	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	0	0	0	0	0	0	0	0
	Shipyard	600	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	0	0	0	0	0	0	0	0













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**** Page 2 of 2 - Economy *******

Table of Structures (used inclusively in the Open Challenge Events)

	1 x APC Item Build Cost: \$150,000		1 x MCP Item Build Cost: \$10,000,000		1 x OCP Item Build Cost: \$100,000,000
	Water Purification Used to harvest RAW water from specific planet resource locations.		Arcology Must be built in a city. Increase population growth of the city.		Warp Gate Must be built in a planet's orbital position. Enables warp speed travel.
	Farms and Lumber Mills Used to harvest meat, crops and lumber from specific planet resource locations.		Hypernet Tower Must be built in a city. Reduces production costs in the same city.		Spaceport Must be built in a planet's orbital position. Reduces production costs on planet.
	Mines and Plants Used to harvest RAW products from specific planet resource locations.				
	Factories Used to manufacture Components and End Products.				
	Service Centers Used to provide civil services to the city it is built in.				

City Building Strategy

For a city to grow, a corporation must **SELL** products to the city through a Distribution Center or directly using a unit. **BUYING** from a city will *increase the demand and reduce the city's growth*.

Overview	Resources	Industry	Demand	Military
■ Display selected Demand on other tabs				
● By Category ● By Products Order by Name				
Category / Product	Demand	APS %	Value	Volume
(return to top)				
Raw Materials	220.9	337	2888	
Components	96.4	241	1188	
Civilian Services	101.5	759	990	
End Products	96.7	484	900	

Product Priority:

Priority Products: Water, Meat, Crops > then all other Raw Materials

Secondary Products: Components

Tertiary Products: End Products

Quaternary Products: Services

Steps:

- 1 Following the **Priority** shown to the <-LEFT, check which products are in the highest demand
- 2 **Trade** or **collect** (*gather using Farm, Mills, Mines or Plants*) the product and then sell it to the city
- 3 Repeat steps 1 to 3

On average: every 500,000 citizens in a city will require 5,000 units of a specific product to reduce the demand.