Barons of The Galaxy

Open Challenge Event

This is an open invitation to all!
Note: spots for this event are limited. Contact the event judge to register for this event for a chance to compete for the prize.

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Event Type:	City Builder
Unit Type:	Provided or built in assigned city
Maximum Size:	No maximum size
Victory Condition:	Have the most population before the Event End Turn
Event End Turn:	220180 (20 days/2,880 turns)
Build Location:	Will be assigned to participant

Event Host

Objectives

1. Have the most population before the **Event End Turn**.

Rules

- No building/selling to assigned locations **before** the event begins.
- Only [Units Provided] or units built in the city during the event are permitted.
- Any sales within an assigned city from corporations (other than the assigned participant), will reduce the overall score for that participant's city.
- This is **not** a PvP event, any attacks on participating player corporations will result in immediate disqualification for the attacking corporation.

Units Provided

Units built in the assigned city during the event _are_ permitted.

1 x L1 Warp Frigate	1 x L3 Warp Gate
5 x APC Structure	1 x MCP Megastructure
1 x APC Military Base	1 x OPC Spaceport
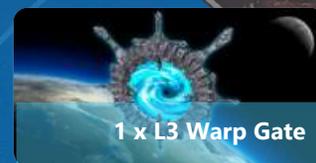
Event Type:
City Builder

Estimated Cost:
250,000,000 Credits

1st Place Prizes:
1 Billion Credits
1 MVariteck, AFighter, HBomber

Modified Varitek L10
P: 100k

Ace Fighter L10
P: 50k

Heavy Bomber L10
P: 75k
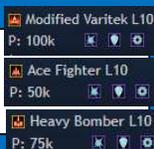
Event Judging
Event Judge: AstroAscendingAsses
Judging Requirements:

- Record participating corporations
- Assign cities to participating corporations, clear location of threats
- Review event battle logs and city stats
- Determine the event victor

Donated Prizes

1 x Billon Credits
1 x MVariteck, AFighter, HBomber

Modified Varitek L10
P: 100k

Ace Fighter L10
P: 50k

Heavy Bomber L10
P: 75k
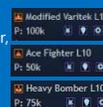
Donated By

AstroAscendingAsses

Death and Taxes