

# How to guide for Incursion Event

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## *What are Infinite Incursions?*

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- An event type pits servers against each other in a battle for dominance!
- During the incursion event, servers are matched level based on criteria such as server age and population.
- Players can relocate their stations to the server they're invading for the duration of the event.
- The event scores off an entire server's efforts.

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## *Who is eligible to participate?*

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- All players level 25 and above are able to participate in Infinite incursions. Special events leading up to the incursions are open to players level 10 and above.
- Special events also run alongside Infinite Incursions, limited to players level 25 and above.

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## *Shielding Behavior*

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- During Incursions, all peace shields are suppressed in systems level 20+, and no new shields can be activated.
- Shields will be back up after the incursion ends.
- Ten-minute shields do not activate after a station is attacked in systems level 20+ during Incursions.
- In systems level 19 and below, all shields work normally.
- Players can move between level 20+ and 19- systems normally using Relocation Tokens. But the above shielding rules apply as soon as their station enters a new system.

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## *Invading Servers*

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- Players can spend Incursion Conduits (Sourced through Events and Offers) to invade an opposing server.
- Upon invading, players are placed in the exact same station slot as they occupied on their home server (including Territory Capture systems). Should that slot be filled, they are placed in the next available slot in that system, or another location should all slots be filled.
- Invading players can spend normal relocation tokens to move between systems after invading.

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## *Matched Servers*

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- Matched servers are designated as invaders or defenders and will receive appropriate events for defeating enemies, raiding resources, or other activities on their own server or the rival one.
- The winning server will now also earn Incursions Trophy, which can be redeemed in the expanded Event Store for one of several limited time cosmetics!

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## *Other Information*

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- Incursion Officer: goodoleSP
- Once the Incursion Event is announced, you will start seeing notices in Alliance chat, informing you of the event. These notices will also inform you about moving your station to a level 19 or lower system. 24-48 hours BEFORE the event begins, the leadership will start removing members that are inactive. Starting with the longest least active member. Once removed, we will raid the station. The Incursion Officer will send PM's the member before this occurs to warn them of the pending removal.
- If enough members want to hive, then we will select a good location to go to. Please put your opinion in, it matters.
- Make sure you pay attention to the ships you hit. ONLY attack ships and stations from the opposing server, NEVER from S709 during this event. If you do, you are giving the other server points. Look for ships and stations that have red circles if you are unsure.

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- Best advice for most is to Shield and park your ships. NO MINING is allowed during this event. No Floating ships are allowed during this event. IF you decide to do Events it's at your discretion but it'll cost server points
- Territory and Isogen systems (purple) MUST be empty off all stations and ships.

**With all of your help, we will, once again, WIN the next Incursion Event!!**