

# INFINITY ARMY

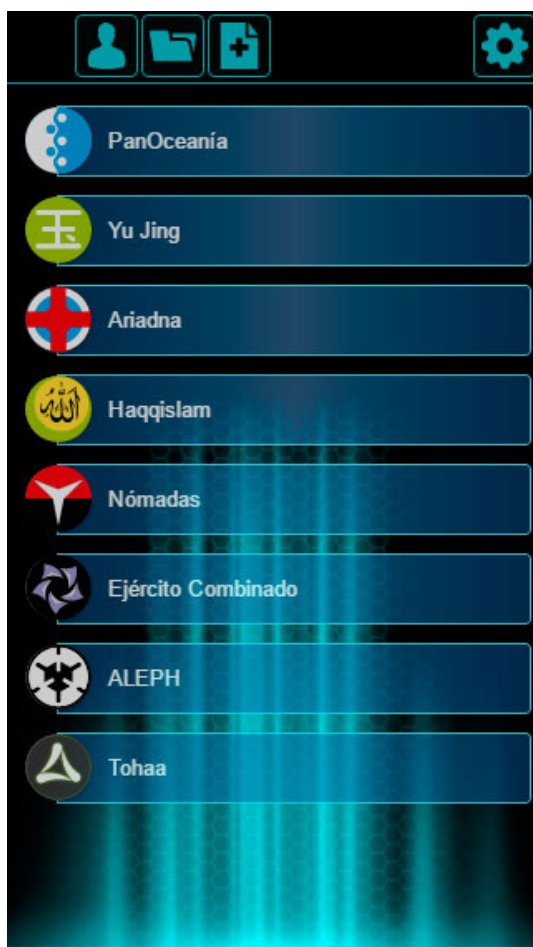
## INFINITY ARMY MOBILE IS THE MOBILE DEVICES VERSION OF THE INFINITY ARMY.

The general use of this version is very much like the one of her parent app, so if you are already familiar with Infinity Army it will not be difficult to get used to this new tool. Anyways, this instructions will be of use for those not familiar with the app, who want to learn how to make a list and for those of you who are veterans, you will learn some of its new features like the Army6 in-game use, so either way we recommend you to take a look at this instructions.

*Notice: Depending on the resolution of your device you may have more screens displayed at the same time. Throughout this guide we will show you some examples with different views (for cell phones and tablets).*

### STARTING SCREEN:

On this screen all the armies and their Sectorial Armies appear. This is the time to make your choice, are you a proud PanOceania? And intriguing Yu Jing? A hardened Ariadna? A refined Haqqislamite? A Nomad rebel? An alien invader? Do you work for ALEPH, or on the Tohaa Trident's service?



You will find these icons on the top bar:



**LOGIN.**

Access to your ITS data and save your Army Lists online to have them always ready.



**OPEN LIST.**

Shows your saved lists both within the device and on the server if you are logged in.



**LOAD ARMY CODE.**

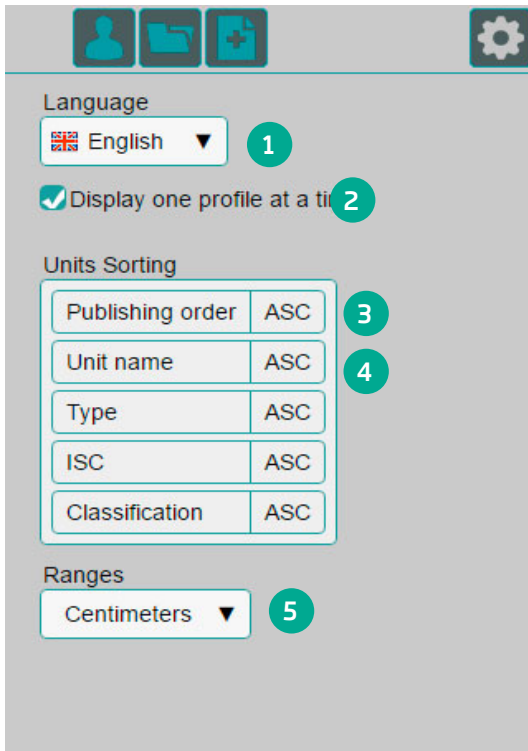
Allows to load a list using the "Army Code" associated to it.



**OPTIONS.**

Opens the following options screen.

## OPTIONS SCREEN:



1. Here, you can change language.

2. You can decide if you want to see the units one by one, or a group of them at the same time.

Decide the order on which the units of your army will appear listed.

3. We can drag the elements to configure the priority of order we want the units to be.

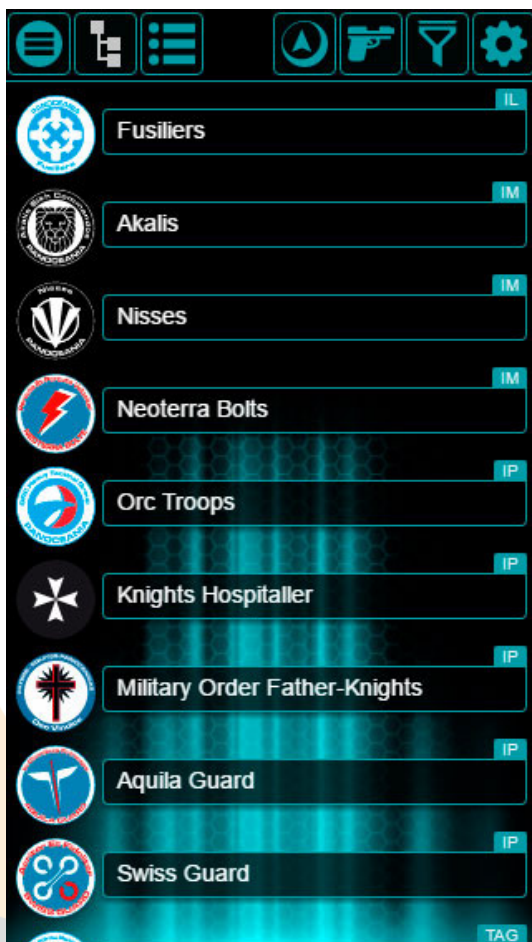
4. You can order by type and in ascending order (ASC) or descending (DES) in each category.

5. You can also change the type of unit of measurement you want to see the movement values in (centimeters or inches).

Well, now you have made your choice. It is time to make your own Army List!

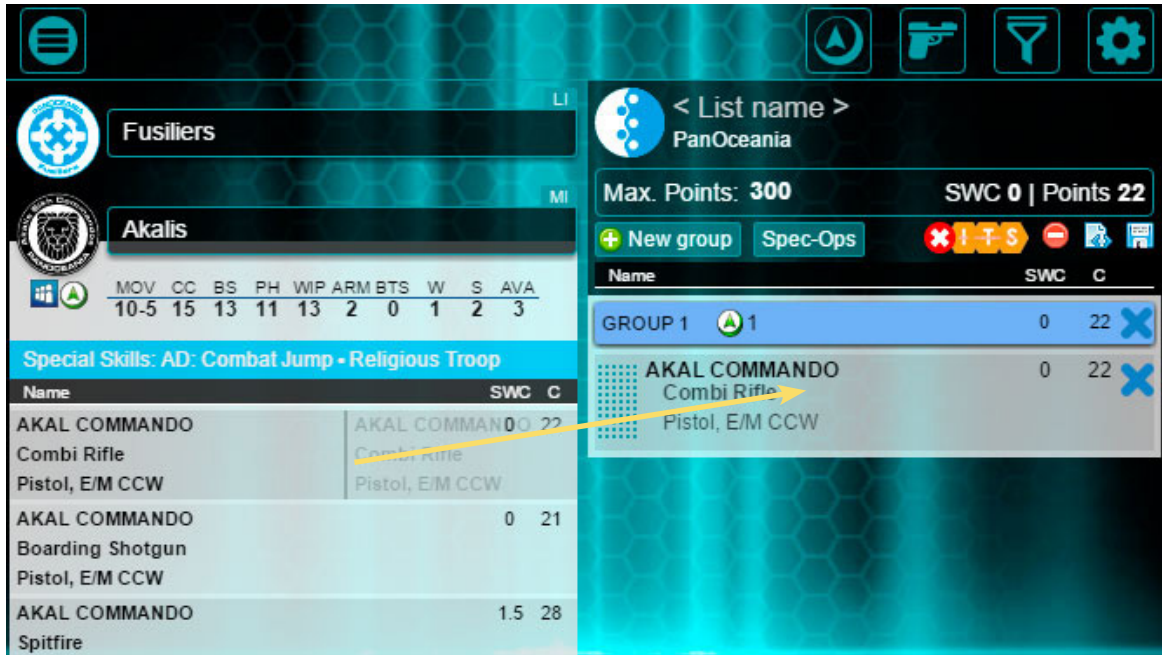
## UNIT SCREEN:

Here you will see all the units of the army listed. When tapping on each one you can see their full profile and their different options.

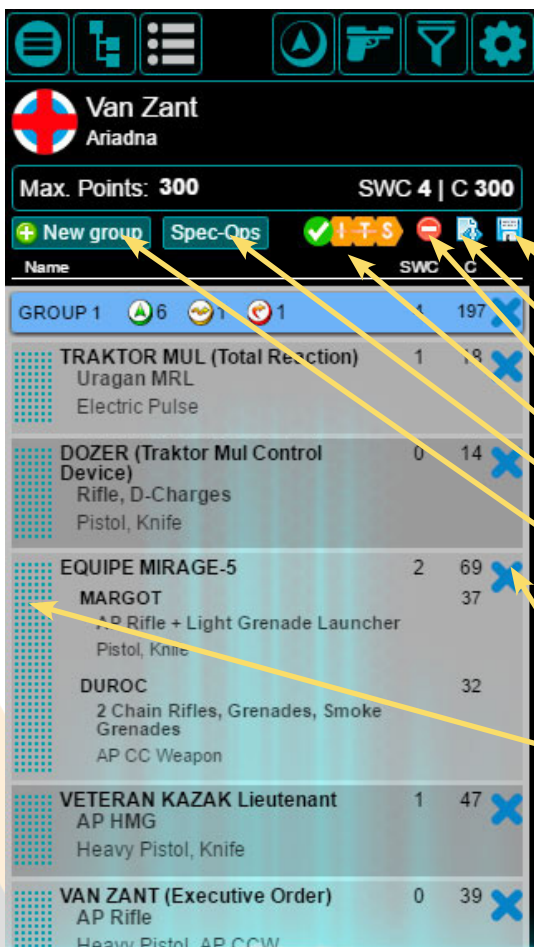


Tapping on any of the options of the unit will automatically add them to your list.

If your device has enough width, you will see the Units and List screens at the same time.



### Screen List:



You can edit the name of the list.

Here you can see and modify the max points available to make the list.

With these buttons you will be able to:

- Save the list locally or on the server if you are logged in.

- Generate the list's Army Code.

- Delete the list

- Check if the list adjusts itself to the ITS format.

- Add an Spec-Ops troop.

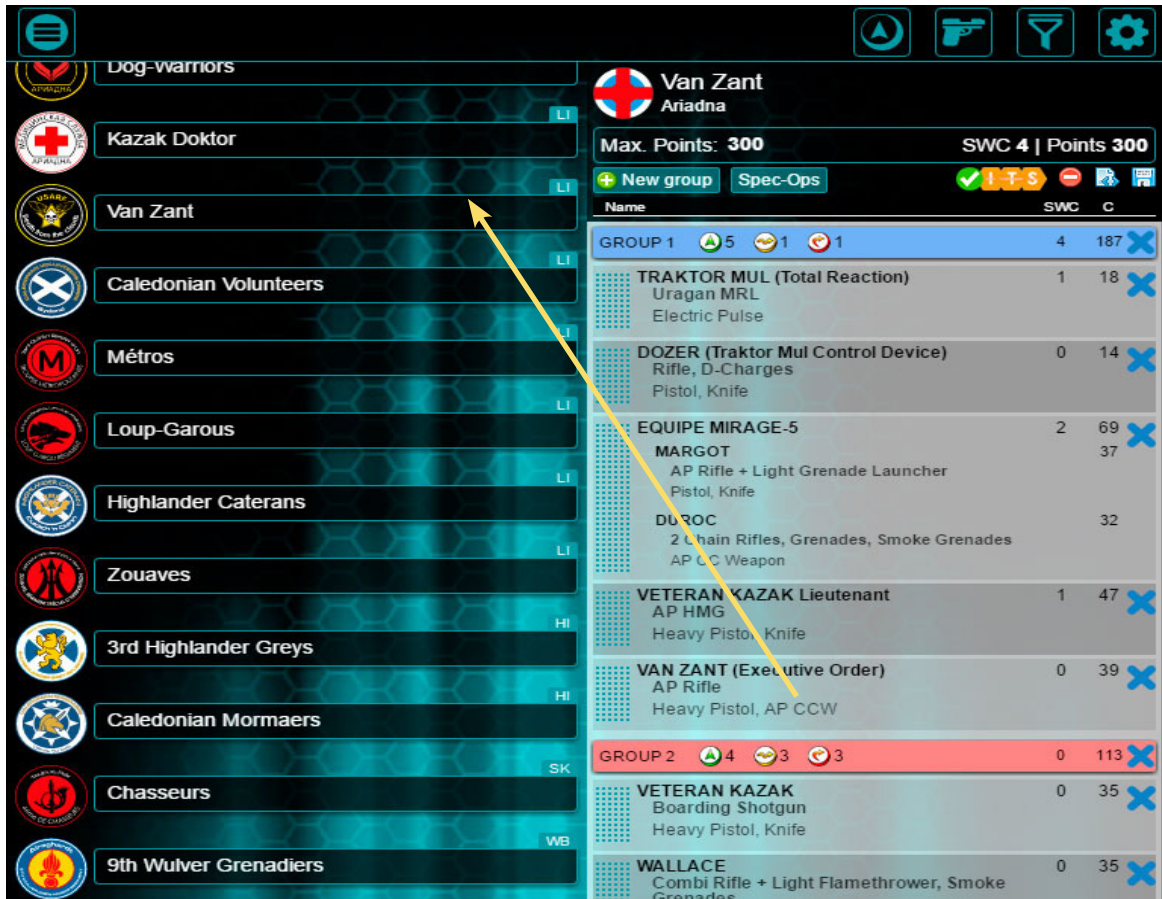
- Create a new group.

- You can also delete a unit or a full group using the X buttons.

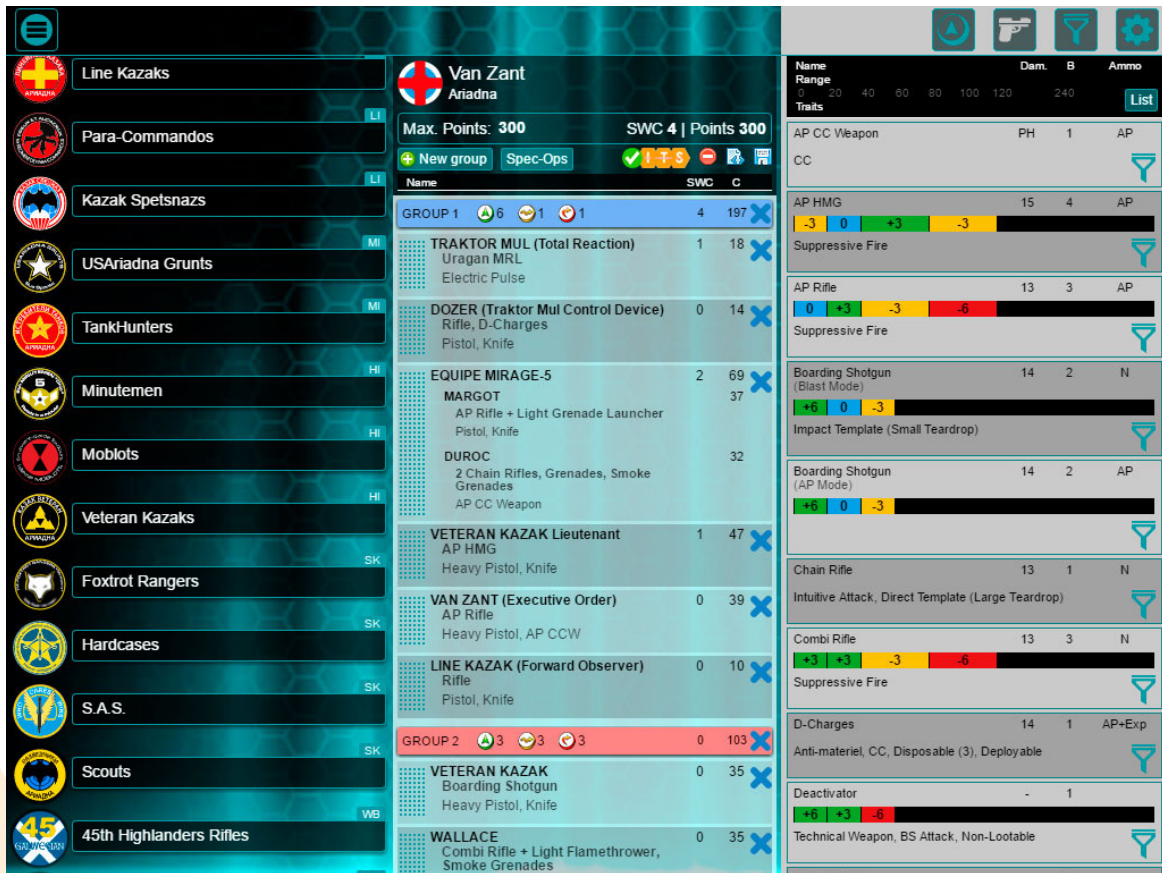
- You can move units between groups using the dotted area next to each troop.



When tapping on a unit of your Units Screen the profile of said unit will appear.



If your device has enough width you can see up to three screens at the same time.





Once the army has been chosen we see that the options of our top menu change.

Let's see each one separately.



Go back to **Start Screen**.



Shows the **Units Screen** (if it is not visible).



Shows the **List Screen** (if it is not visible).



Shows the **Orders Manager**.



Shows the **Weapons Chart**.



Shows the **Filters Screen**.



Shows the **Options Screen**. The options that have disappeared LOGIN, OPEN LIST and LOAD ARMY CODE will appear now on this screen.

When this icons change color they indicate that we are in that screen.

To create an Army List you have at your disposal some useful tools, like the Filters and Weapons Chart.

## WEAPONS CHART:

On this chart we have the available weapons for our Army, List or selected Unit. This list changes depending on our selection on each moment. To modify the views, tap the button on the top.

- Filter button: Each weapon has a button that allows to filter all the troops from the unit screens and have only those units that have one of those weapons within their options.



-If we are on the selected Unit view we will see the name of the unit.




### FILTERS SCREEN:

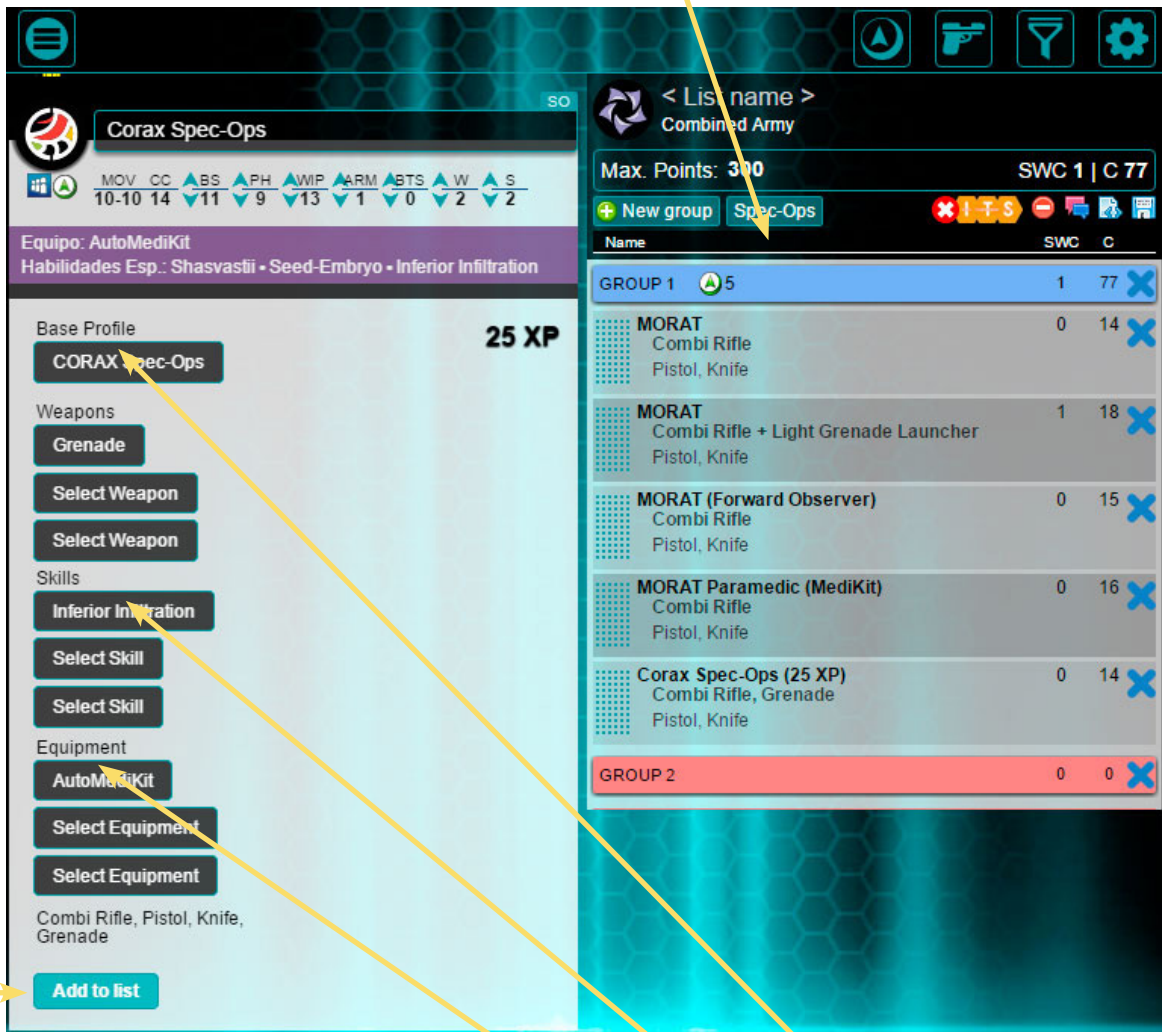
On this screen we can indicate which skills, characteristics, etc. we want the units that appear on the Unit Screen have.



Using the Apply button we can make the search effective.

When we have the filter active, the icon of our main menu will change to indicate us at every moment that there is a filter applied, either here or in the Weapons Chart. 

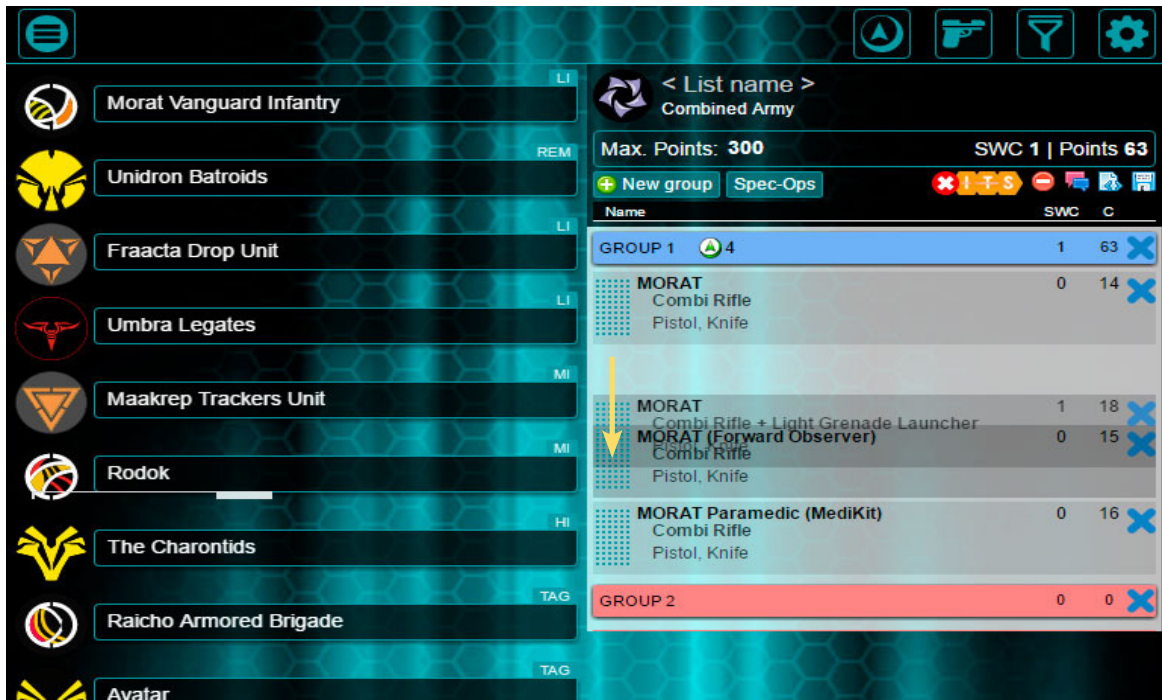
To add a Spec-Ops troop to your list tap the Spec-Ops button and the profile will appear within the Unit Screen.



-We can modify the profile as we like adding equipment, skills and weapons.

-Once it is ready we will add it to the list by tapping the button "Add to the List".

You can order your units, or move them between Combat Groups, using the dotted part on the left side of each troop. Drag the unit to its new position and release.



While creating your list you can create new Combat Groups tapping the button "New Group". You can create up to 4 Combat Groups and each one can have up to 10 troops.



Once your list has been created, it is time to face your enemies on the table. The game starts!



## ORDERS MANAGER:

The big new feature on this version is this manager that will help you control the orders of your troops during your games. You will find these elements on your screen:



1. The “Play” button starts the game. We can see its effects when activated.
2. The Control bar of Retreat!!! Shows us the surviving points and how much we have to be in Retreat!!!
3. Manual Reset of all counters.
4. Command Tokens.
5. Special Lieutenant Order
6. Available Orders for each group.

## THE GAME STARTS.

When tapping the “Play” button the game activates and we see that our list changes. It is no longer possible to delete or add new troops and new icons appear next to each group. Let’s see them one by one:

-We can stop the game at any time using the Stop button.

-Tap “Deployment Turn” to start the game.



When starting the game all our troops are alive and provide their Order to the Reserve, following the rules and skills applicable to each case. As the game progresses, we keep indicating the application what to do. As we tap on each wounded troop a series of icons will start to appear.

- The troops with skills that allow “Hidden Deployment” do not provide their Order to the Reserve, they will remain with the “Hidden” icon until they make their appearance on the table. When tapping on this icon the troop becomes visible for the rival, and the “Visible” icon appears.

When a troop losses a Wound/Structure point we will tap on the “Alive” icon .

Depending on the number of Wound/Structure Points on the profile and its Special Skills it can go to different states:

- “Wounded”: If the troop has more than one wound this icon appears until it loses that many Wound/Structure points has it has. The number indicate us how many Wounds/Structure points has lost.

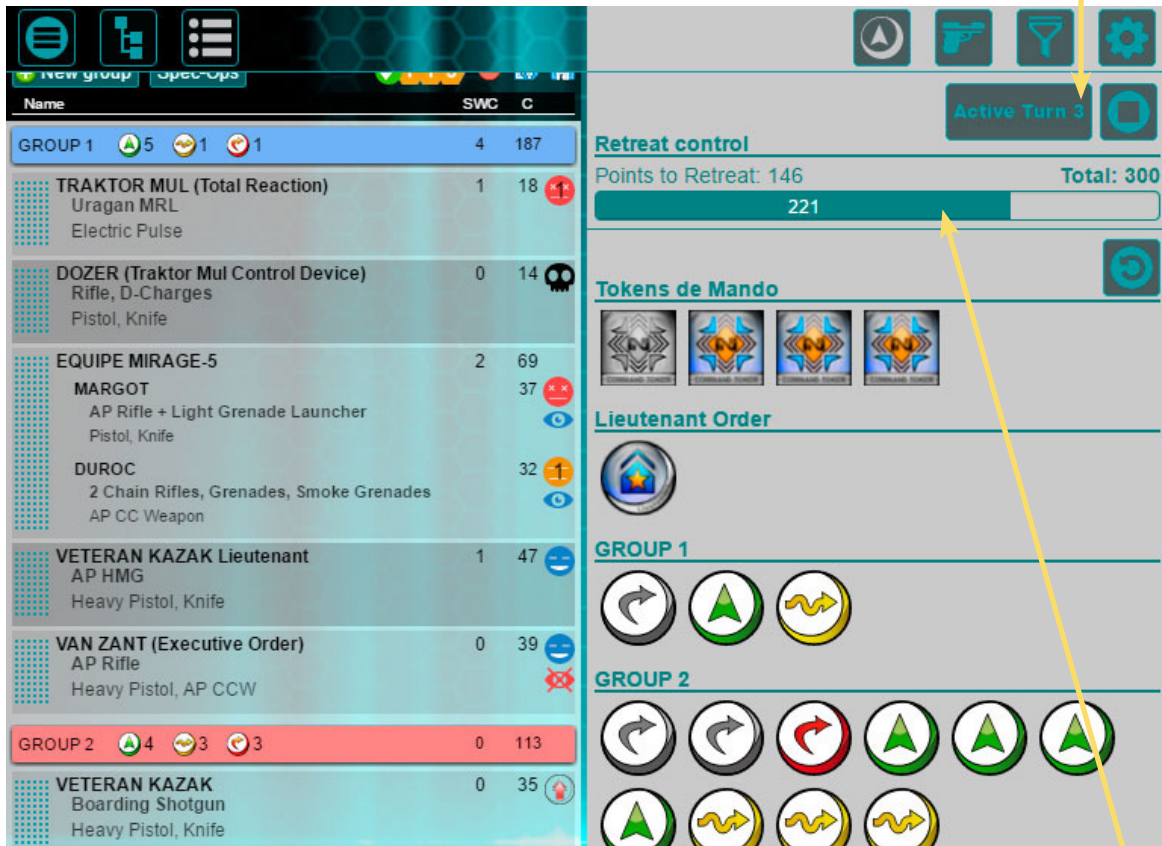
- “Unconscious”: The troop stops providing its Order to the Reserve, but can still be healed by a Doctor, Engineer, etc. Some Skills can modify this state.

-Unconscious 2: Some troops can have two levels of Unconsciousness. This number indicates said level.

-Dead: When a troop in Unconscious state loses more Wound/Structure points, then it enters the Dead state and it is removed from the table.





-Troops with the Special Skill “V: No Wound Incapacitation” do not enter the Unconscious state they enter the special state indicated by the icon .

-Each time we finish our turn, active or reactive, we will tap the button “Turn Counter”. At the beginning of each Active Turn the app counts the orders and activates again all the available Markers.

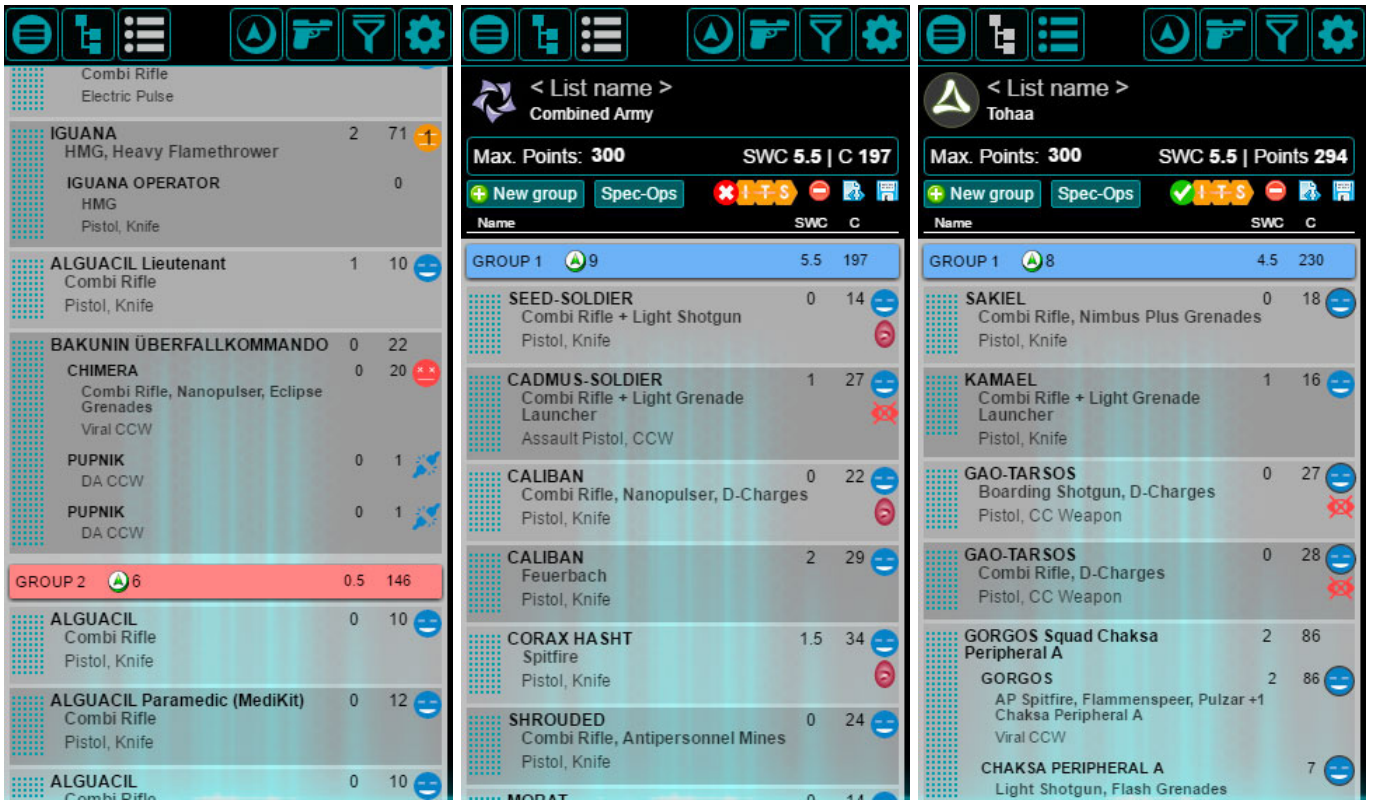


- Each casualty that our list suffers is taken into account when calculating the points remaining until Retreat!

There are many Skills that can make our troops have different states:


- “Seed-Embryo”:  This troops deploy in seed form. Tapping on this icon makes it disappear indicating that the troop generated is fully operational.
- “Synchronized”: The troops with “G: Sync” or “G: Servant” enter the Disconnected state when they lose the link to the the troop they are Synchronized with. When this happens the Disconnected Icon appears. 
- “Symbiot Armor”:  Troops with this skill have a protection active in the form of an armor that disappears when they loose a set number of Wounds. When this happens the armor is deactivated and the troop gets the normal Alive icon .





## LOSS OF LIEUTENANT:

If our Lieutenant falls unconscious or dies (depending on its Skills), we enter in "Loss of Lieutenant" state. This state makes all our troops (except for those with Skills preventing this) to become irregular until we name a new Lieutenant.

The moment the Lieutenant falls, the troops with the "Chain of Command" Skill will have the Lieutenant icon  and will be eligible immediately.

If at the start of the next Active turn we could not or did not want to name a new Lieutenant, we will still be in "Loss of lieutenant" state and all our troops that can be Lieutenant will have the active icon.

