

# recon+



 **RocketshipGames**

Unofficial firefight missions  
for Corvus Belli's *Infinity*.

# recon+

**RECON+** is a set of unofficial firefight missions for Corvus Belli's *Infinity* miniatures game. Armies are small, the action fast, games quick, and atypical tactics and strategies are required. Though it works as a stepping stone, **RECON+** is not designed to be an introductory or teaching mode. It's simply a different way to play. All the *Infinity* rules apply and the missions are strategically deep, but the small armies and play areas combined with a few gameplay tweaks emphasize different units, weapons, and tactics. A line trooper with a combi-rifle should never be discounted in *Infinity*, but **RECON+** is their time to shine.

Changes to **RECON+** for the *N5* edition of *Infinity* include:

- Squad construction limitations have been greatly loosened as order generation and other aspects are now much better balanced across troop types than in earlier editions.
- However, characters are now prohibited entirely, to further emphasize regular grunts.
- The standard playing area size has been adjusted to 22in by 30in to align with the majority of small battle mats now on hand in many locations (for *40K: Kill Team*).
- Troopers no longer need to be Specialist Troops to activate objectives, but specialists provide significantly enhanced reliability. This makes squads less fragile in button-pushing missions and enables using a single list across more mission classes.
- Alternate match list selection formats are suggested for organized play.

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# SQUAD CONSTRUCTION

**RECON+** army lists are chosen according to the following rules:

- Army lists may include at most 150 army points and 3 SWC.
- Troopers with classification Character are not permitted.
- The entire army list must be organized within a single combat group.

*Note that, as elaborated in the gameplay rules, in **RECON+** a player may only have a single fireteam of any type active at any time, with a maximum of 3 members.*

## ARMY LIST SELECTION

Most *Infinity* organized play has players bring two army lists from which they choose one each round after their mission, opponent, and play area (table) are determined.

For both casual and organized **RECON+** play, it's worth considering two other options:

- *Tailored:* Army lists are composed after establishing mission, opponent, and play area. In a tournament, players would be given time to construct lists at the start of each match. They must utilize the same faction throughout but their lists need not otherwise be related. This does require using the ARMY mobile app (versus printed lists) and having a selection of models on hand, which might be unfortunate for some players.
- *Generalist:* Army lists are composed before knowing any match details and are used across multiple missions. In a tournament, players would bring a single army list that they have to make work in each game. Missions might not even be determined until the start of the event or rounds. This permits a very fast paced event schedule and encourages all-purposes lists and units able to achieve varied mission objectives.

## PLAY AREA

**RECON+** games take place in a play area 22” wide and 30” long. Unless noted otherwise in a mission, deployment zones are 3” from the short ends of the play area.

Be sure to place terrain to minimize long firelanes. At least one piece of terrain should touch each play area edge to prevent open spaces running its full length. The tallest terrain should be toward the middle of the play area, to prevent creating a “sniper bowl.”

*Varying the length or width of the play area a few inches in either direction to suit practical considerations, e.g., terrain mat size, is not a problem. Incorporate any additional length evenly into the deployment zones, so the zones are always 24” apart.*

## GAMEPLAY

The following rules apply in all **RECON+** games unless excepted by a mission or event.

### STRATEGIC USE OF COMMAND TOKENS

**Order Denial.** The second player may make Strategic Use of a Command Token to remove only a single Regular Order from their opponent’s order pool in the latter’s first player turn, not two. The other Command Token: Strategic Use options are unaltered.

### IN-GAME

The following in-game rules apply to all **RECON+** matches.

**Limited Fireteams.** A player may only have a single fireteam active at any point in time, across all types. That fireteam may be comprised of a maximum of 3 members. Forming a fireteam automatically and immediately dissolves a player’s existing fireteam.

**Exclusion Zone.** Some missions include an Exclusion Zone in the play area configuration. Troopers may not be deployed into this area by any means, either in the deployment phase or in gameplay. This prohibition includes Airborne Deployment, Forward Deployment, Infiltration, and all other skills. Deployable Weapons are not subject to this constraint.

**Specialist Troops.** Hackers, Doctors, Engineers, Forward Observers, Paramedics, and troopers possessing the Chain of Command or Specialist Operative special skills are considered Specialist Troops in all missions. Repeaters and Peripheral (Servant) models cannot be used to perform tasks reserved for Specialist Troops.

**Connect Mission Objective.** Some missions make the following short skill available.

Connect Mission Objective	Short Skill
Attack	
REQUIREMENTS	
<ul style="list-style-type: none"><li>• The user must be a model (not a marker) in base contact with a mission objective marker or terrain piece.</li></ul>	
EFFECTS	
<ul style="list-style-type: none"><li>• The user makes a Normal WIP roll to attempt connecting to the mission objective marker or terrain piece with which it is in base contact. Specialist Troops roll +1B and one die of their player's choice is discarded.</li><li>• If successful, the user's player is connected to the mission objective; mark it appropriately. The other player is no longer connected to this mission objective if they previously were; remove any such marking.</li></ul>	

## ENDGAME

The following outline endgame and scoring conditions for **RECON+** missions.

**Game End.** All matches conclude at the end of the third game round. Unless noted otherwise by a mission or event, *Retreat!* rules apply as given in the main *Infinity* rulebook except the game does not end once one player has no models in play. The surviving player may play out their remaining turns attempting to score objectives.

*For beginner and casual events a 90 minute round time limit is recommended. Experienced players can typically complete RECON+ games in about 60 minutes.*

**Scoring.** All standard **RECON+** missions are scored out of a possible 7 objective points. Players do NOT automatically receive maximum points for eliminating their opponent.

*If your opponent cripples your ability to achieve the mission objectives before you eliminate them, then you have not actually earned a full victory!*

**Destroyed.** Troopers are considered destroyed when they enter the Dead state, are in a Null state at the end of the game, or have not been deployed by the end of the game. Those troopers not destroyed are considered to have survived, as are troopers in *Retreat!* which exit the play area through the long edge of their player's deployment zone.

**Domination.** A player dominates a Sector, as determined in some missions, if they have more victory points within the Sector than their opponent. Only troopers represented by a model or marker, including Proxies and Peripherals, are counted. Note that this excludes troopers in Hidden Deployment. Troopers are considered to be solely within the single Sector, if any, containing more than half their base or marker. Troopers in a Null state are not counted unless the state specifically notes otherwise. For purposes of Domination, troopers in Shasvastii-Embryo state are counted both during the game and at game end.

## MISSION ELEMENTS

Most **RECON+** missions revolve around interacting with elements of the *Infinity* world as defined in each scenario. These elements may be represented by a physical terrain piece or a marker as is convenient. If a marker is used they are considered to have the silhouettes given below and provide cover or block LOF accordingly.

Mission elements cannot be directly targeted by attacks or skills other than those provided by missions. They are otherwise effectively terrain, unaffected by indirect attacks, e.g., an Impact Template, and only affecting attacks as terrain would, such as by providing cover.

Element	Type	ARM	BTS	W/STR	Silhouette
Antenna	Scenery Item	4	3	2	S6 (40mm base x 55mm high)
Console	Scenery Item	0	0	1	S5 (40mm base x 45mm high)
Tech-Coffin	Scenery Item	1	0	1	S5 (40mm base x 45mm high)



# MISSION: ANNIHILATE

## PLAY AREA CONFIGURATION

There is no special play area configuration for this mission.

## MISSION RULES

There are no special gameplay rules for this mission.

## END GAME

*Retreat!* rules DO NOT apply in this mission.

## SCORING

There are no special scoring rules for this mission.

Condition	Obj. Pts	Player	
		1	2
At least 25pts of opponent's army list destroyed at game end.	1	<input type="checkbox"/>	<input type="checkbox"/>
At least 75pts of opponent's army list destroyed at game end.	1	<input type="checkbox"/>	<input type="checkbox"/>
At least 125pts of opponent's army list destroyed at game end.	1	<input type="checkbox"/>	<input type="checkbox"/>
At least 50pts of player's army list survived at game end.	1	<input type="checkbox"/>	<input type="checkbox"/>
At least 100pts of player's army list survived at game end.	1	<input type="checkbox"/>	<input type="checkbox"/>
More points of opponent's army list destroyed at game end.	1	<input type="checkbox"/>	<input type="checkbox"/>
Destroyed at least one of opponent's Lieutenants throughout the game.	1	<input type="checkbox"/>	<input type="checkbox"/>
<b>Sum:</b>		___	___

# MISSION: BREAK THROUGH

## PLAY AREA CONFIGURATION

There is no special play area configuration for this mission.

## MISSION RULES

There are no special gameplay rules for this mission.

## END GAME

*Retreat!* rules DO NOT apply in this mission.

## SCORING

**Sectors.** At game end, measure out three Sectors on the play area, each covering the full extent between the play area's long edges:

- One central Sector extending 4" on both sides of the short centerline.
- Sectors covering the 8" beyond the central sector toward the player edges.

**Baggage.** Troopers equipped with Baggage and not in a Null state provide an additional 20 victory points toward Domination in this mission.

Condition	Obj. Pts	Player	
		1	2
Dominate the Sector closest to your deployment zone.	1	<input type="checkbox"/>	<input type="checkbox"/>
Dominate the Sector at the center of the play area.	2	<input type="checkbox"/>	<input type="checkbox"/>
Dominate the Sector farthest from your deployment zone.	3	<input type="checkbox"/>	<input type="checkbox"/>
Have at least one trooper (model or marker, not a Peripheral) wholly within opponent's deployment zone and not in a Null state at game end.	1	<input type="checkbox"/>	<input type="checkbox"/>

**Sum:**    \_\_\_    \_\_\_



# MISSION: SEIZE THE ANTENNAS

## PLAY AREA CONFIGURATION

Place one Antenna at the center of the play area and two more each 10" from the center on the long centerline toward the deployment zones (2" outside the deployment zones). No model or marker may be deployed in base contact with an Antenna.

## MISSION RULES

The Connect Mission Objective skill may be used on the Antennas in this scenario (see page 5). Hackers receive a +3 MOD on the WIP check to connect an Antenna.

## END GAME

There are no special end game conditions for this mission.

## SCORING

There are no special scoring rules for this mission.

Condition	Obj. Pts	Player	
		1	2
The following three scoring conditions are evaluated at game end:			
Connected to the Antenna closest to your deployment zone.	1	<input type="checkbox"/>	<input type="checkbox"/>
Connected to the Antenna at the center of the play area.	2	<input type="checkbox"/>	<input type="checkbox"/>
Connected to the Antenna farthest from your deployment zone.	3	<input type="checkbox"/>	<input type="checkbox"/>
Connected to at least one Antenna at any point throughout the game.	1	<input type="checkbox"/>	<input type="checkbox"/>
	<b>Sum:</b>	___	___

# MISSION: SMASH AND GRAB

## PLAY AREA CONFIGURATION

Place two Tech-Coffins, each equipped with a Datacube, on the short centerline of the play area and each 5" from the center toward a different long edge (10" apart).

**Exclusion Zone.** There is an Exclusion Zone extending 6" on both sides of the short centerline of the play area (12" long total) and covering the full extent between long edges.

## MISSION RULES

The following short skills and equipment are available in this mission.

Smash Tech-Coffin	Short Skill
Attack	
REQUIREMENTS	
<ul style="list-style-type: none"><li>The user must be a model (not a marker) in base contact with a Tech-Coffin equipped with a Datacube.</li></ul>	
EFFECTS	
<ul style="list-style-type: none"><li>The user makes a Normal WIP roll to extract the Datacube. Doctors and Paramedics receive a +3 MOD on this WIP check.</li><li>If passed, the Tech-Coffin unequips a Datacube and the user equips it.</li></ul>	

Grab Datacube	Short Skill
Attack	
REQUIREMENTS	
<ul style="list-style-type: none"><li>The user must be a model (not a marker) in base contact with either a Datacube marker or a friendly troop equipped with a Datacube.</li></ul>	
EFFECTS	
<ul style="list-style-type: none"><li>The user designates a Datacube marker or a friendly model equipped with a Datacube in base contact from which to grab a Datacube.</li><li>If a friendly troop was designated, it unequips a Datacube. If a Datacube marker was designated, it is removed from play.</li><li>The user automatically equips the Datacube.</li></ul>	

## Drop Datacube

Short Skill, ARO

### Attack

#### REQUIREMENTS

- The user must be equipped with a Datacube.

#### EFFECTS

- The user automatically unequips one Datacube. Place a Datacube marker in base contact or at any point in the model's movement.

## Datacube

Automatic Equipment

### Obligatory

#### REQUIREMENTS

- A model cannot ever be equipped with more than one Datacube, unless it also possesses Baggage equipment, in which case it may equip two.

#### EFFECTS

- Immediately upon the user entering a Null state (e.g., going Unconscious), their model being replaced with a marker (e.g., returning to the Camouflaged state), or being removed from the game (e.g., becoming Dead), they unequip the Datacube and a Datacube marker is placed by their player in base contact with the user or its former position.

## END GAME

There are no special end game conditions for this mission.

## SCORING

**Hold.** Players hold a Datacube whenever any of their models are equipped with such.

Condition	Obj. Pts	Player	
		1	2
Hold any Datacube at the end of game round 1.	1	<input type="checkbox"/>	<input type="checkbox"/>
Hold any Datacube at the end of game round 2.	1	<input type="checkbox"/>	<input type="checkbox"/>
Hold any Datacube at the end of game round 3.	3	<input type="checkbox"/>	<input type="checkbox"/>
Hold any Datacube at any point throughout the game.	1	<input type="checkbox"/>	<input type="checkbox"/>
Hold both Datacubes at the end of the game.	1	<input type="checkbox"/>	<input type="checkbox"/>
<b>Sum:</b>		___	___

# MISSION: SWEEP AND CLEAR

## PLAY AREA CONFIGURATION

Place 2 Consoles, each 12" from the play area long edges and 6" from the center toward the deployment zones. No model or marker may be deployed in base contact with a Console.

## MISSION RULES

The Connect Mission Objective short skill may be used on the Consoles in this scenario (see page 5). Engineers receive a +3 MOD on the WIP check to connect a Console.

## END GAME

There are no special end game conditions for this mission.

## SCORING

**Sectors.** After each game round measure four Sectors on the play area dividing the space between the deployment zones into equal quarters and determine Domination of each.

**Search Teams.** Forward Observers not in a Null state provide an additional 4 victory points toward Domination in this mission. Troopers with the Sensor special skill and not in a Null state provide an additional 8 victory points toward Domination in this mission. These bonuses apply cumulatively for troopers that possess both skills.

**Tapped Sensor Grid.** After each game round, for each Console they have currently connected and a model (not a marker) in base contact, players may designate a Sector in which they are considered to have an additional 20 army points for purposes of Domination. Both players make this declaration simultaneously. A single Sector may be designated twice by a player if they are able to use both Consoles.

Condition	Obj. Pts	Player	
		1	2
Dominate more Sectors following game round 1.	1	<input type="checkbox"/>	<input type="checkbox"/>
Dominate more Sectors following game round 2.	2	<input type="checkbox"/>	<input type="checkbox"/>
Dominate more Sectors following game round 3.	3	<input type="checkbox"/>	<input type="checkbox"/>
Have more Consoles connected at game end.	1	<input type="checkbox"/>	<input type="checkbox"/>

Sum:    \_\_\_    \_\_\_

# REFERENCE GUIDES

## RANDOM MISSION TABLE

D20	Mission	Page	Elements	Description
1–4	Annihilate	7	-	Kill them all.
5–8	Break Through	8	-	Puncture the frontline.
9–12	Seize the Antennas	9	3 Antennas	Hack the transmitters.
13–16	Smash and Grab	10	2 Tech-Coffins	Steal the bio-data.
17–20	Sweep and Clear	12	2 Consoles	Search the area.

*Seize the Antennas or Annihilate are recommended for introductory games.*

## PLAY AREA CONFIGURATIONS

