

# recon+



 **Rocketship Games**

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

# recon+

**RECON+** is a set of unofficial firefight missions for Corvus Belli's *Infinity* miniatures game. With matches at 150 points, the action is fast; games are quick; preferred units, weapons, and tactics are different; and hard choices have to be made in designing army lists.

These missions remain relevant in the *N4* era for several reasons:

- Quick games with simpler missions are a nice change of pace.
- Adapting to very different army constraints and play areas is an interesting challenge.
- Players might be comfortable with the rules but not have models for a full size game.
- Only a small selection of factions and units are included in *CodeOne*.
- Not all players want to learn *CodeOne*'s unit and rules variations from *N4*.
- Official ITS missions don't generally scale down well to 150pts.

It may work as a stepping stone, but **RECON+** is not designed to be introductory or teaching oriented. It's simply a different way to play. All the *Infinity* rules apply and the missions are strategically deep, but the atypical army constraints, gameplay rules, and small play areas 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. *Get in there, soldier!*

## CONTENTS

Squad Construction .....	3
Play Area .....	4
Gameplay .....	4
Mission Elements .....	6
Mission: Annihilate .....	7
Mission: Break Through .....	8
Mission: Seize the Antennas .....	9
Mission: Smash and Grab .....	10
Mission: Sweep and Clear .....	12
Reference Guides .....	13

*N4* edition

Updated 2021/11/15

# SQUAD CONSTRUCTION

Players simultaneously determine their army lists for a match after establishing their mission, opponent, and play area. In casual play this might mean constructing the entire list. For a tournament players may construct two army lists before the event, chosen from the same faction (including sectorial), and select which to use at this point in each match.

**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 that cost more than 35pts are not permitted.
- Only one trooper with the Impetuous, Tactical Awareness, or Strategos skills may be included per every 4 troopers. The Frenzy skill is not limited.
- Only one trooper with multiple wounds, structure, or profiles (e.g., Symbiont Armor), or the No Wound Incapacitation skill, may be included per every 4 troopers.
- 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.*

## EXTRAS

Players or event organizers may optionally permit either or both of the following extras:

- *Spec-Ops*: Army lists may include a single Spec-Ops trooper of up to 12 XP.
- *Soldiers of Fortune*: Army lists may include up to 38 army points of Mercenary Troops, respecting their AVA, or a single Mercenary Troop selection of any army point value (e.g., a single mercenary TAG may be included by itself despite the 38pt limit).

All other standard *Infinity N4* rules, addendums, and FAQs apply.

## PLAY AREA

**RECON+** games take place in a play area 24" wide and 32" long. Unless noted otherwise in a mission, deployment zones are 4" 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.

### PREGAME

Match preparation proceeds as follows.

**Startup Sequence.** The following sequence is used in setting up each match—

- Establish mission, opponents & factions, and play area.
- Simultaneously reveal chosen army lists (the public information).
- Initiative Roll.
- Deployment Phase.

**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.

**Specialists 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 Specialist Troop 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.</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 N4* 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 60–75 minutes.*

**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.

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

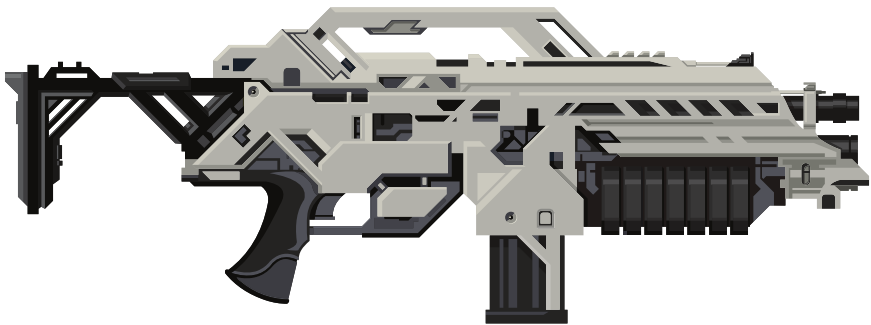
*If your opponent cripples your ability to achieve the mission objectives before you eliminate them, then you have not actually earned a full victory!*

## 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. In either case 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"/>
Sum:    —   —			

# 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 +3MOD and +1B 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	Player 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"/>
Sum:		___	___

# 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

- The user must be a Specialist Troop model (not a marker) in base contact with a Tech-Coffin equipped with a Datacube.

##### EFFECTS

- The user makes a Normal WIP roll to extract the Datacube. Doctors and Paramedics receive +3MOD and +1B on this WIP check.
- If passed, the Tech-Coffin unequips a Datacube and the user equips it.

### Grab Datacube

Short Skill

#### Attack

##### REQUIREMENTS

- The user must be a model (not a marker) in base contact with a Datacube marker or a friendly troop equipped with a Datacube. Note that the user does NOT have to be a Specialist Troop to execute this skill.

##### EFFECTS

- The user designates a Datacube marker or a friendly model equipped with a Datacube in base contact from which to grab a Datacube.
- If a friendly troop was designated, it unequips a Datacube. If a Datacube marker was designated, it is removed from play.
- The user automatically equips the Datacube.

## 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"/>

**Sum:**    —    —

# 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 is available in this scenario (see page 5). Engineers receive +3MOD and +1B 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 both currently connected and a model 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 Sector may be designated twice by a player if they control both Consoles. Note that a Specialist is required to connect a Console per the Connect Mission Objective skill, but any model may be in base contact to enable this ability.

Condition	Obj.	Player	
	Pts	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

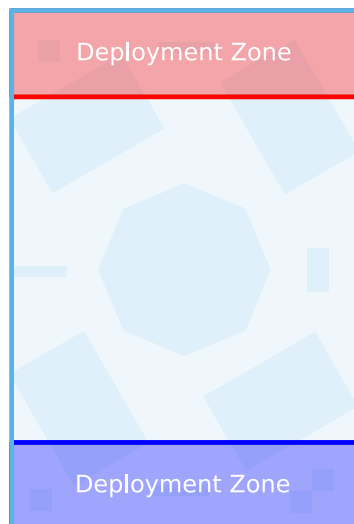
## RANDOM MISSION TABLE

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.

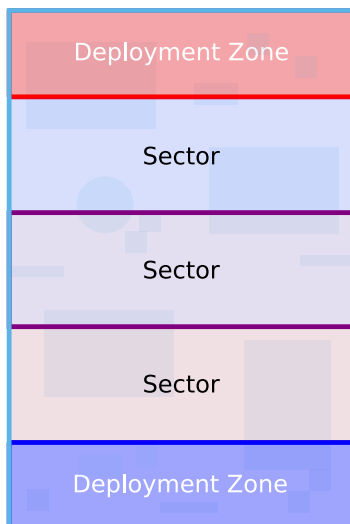
*Seize the Antennas or Annihilate are recommended for introductory games.*

## PLAY AREA CONFIGURATIONS

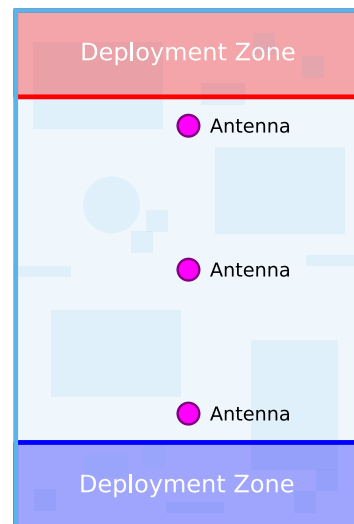
### Annihilate



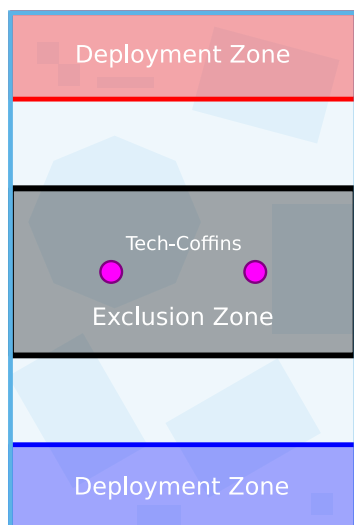
### Break Through



### Seize the Antennas



### Smash and Grab



### Sweep and Clear

