

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 games. Based around 150pt games, they are slightly larger than the official starter box missions but half the points of a traditional 300pt game. Although they make great stepping stones to full size tournament play for beginners, they are also fun and challenging tactical games for experienced players. The action is fast, games are quick, different weapons and tactics have increased emphasis, and hard choices have to be made in designing army lists.

This packet is an iteration and refinement of the original unofficial RECON format by Guerilla Miniatures Games¹, which in turn derived from the official ITS missions. A few ambiguities are clarified, and a number of tweaks made to the rules and missions based on community preferences developed playing this format frequently in local casual tournaments.

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¹Version 2.0 (February 2017) available at <http://bit.ly/2pSYxBm>

SQUAD CONSTRUCTION

Players simultaneously select their army lists at the start of a match after establishing their mission, opponent, play area, and classified objectives (explained below). In a tournament setting players may construct two army lists chosen from the same faction (including sectorial) to use throughout the event. Select which list to use each round after learning your mission, opponent, play area, and choosing a classified objective.

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

- You may select up to at most 150 army points.
- Normal rules for SWC, Remotes, etc., apply.
- Models with troop classification Character that cost more than 35pts are not permitted.
- Only one model with the Impetuous or Extremely Impetuous characteristics may be included per every 4 models. The Frenzy characteristic is not limited.
- Only one model with multiple wounds, structure, or profiles (e.g., Symbiont Armor or Transmutation), or V: No Wound Incapacitation, may be included per every 4 models.
- Only a single fireteam of any type may be included or active at any time. It may contain a maximum of 3 members and may not be reformed to more than that.
- The entire army list must be organized within a single combat group.

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

- *Spec-Ops*: You may include a single Spec-Ops troop of up to 12 XP.
- *Mercs*: You may include up to 37 army points of Mercenary Troops, respecting their AVA, or a single Mercenary Troop army list selection of any army point value (e.g., you can take one of the mercenary TAGs despite this point limit), at a cost to your army list of 0.5 SWC to do so (in addition to the troopers' SWC).

All other standard *Infinity*, *Human Sphere*, and ITS rules and FAQs apply.

N.B.: The Impetuous restrictions here differ from those in the original RECON packet, and specific clarifications are made on multiple wounds and No Wound Incapacitation.

PLAY AREA

RECON+ games take place in a play area 24" wide and 30–36" long, with 36" long recommended but not critical. Make sure to measure the play area precisely before choosing classified objectives or lists. Player edges are the short ends of the play area. Deployment zones are measured from those player edges as follows:

Play Area Length	Deployment Zone	Play Area Length	Deployment Zone
36"	6"	32"	4"
35"	5.5"	31"	3.5"
34"	5"	30"	3"
33"	4.5"		

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."

Flexibility in length is motivated by Corvus Belli's starter set mats, which vary in length.

GAMEPLAY

ITS rules are used except when overridden by these rules or missions. The following rules apply in all **RECON+** games unless noted otherwise by a mission or event.

PREGAME

Match preparation follows these rules. They are no different from starting an ITS game, but are included here for convenience and to make clear they apply.

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

- Establish mission, opponents & factions, and play area.
- Select classified objectives (see below).
- Simultaneously reveal chosen army lists (the public information).
- Initiative Roll.
- Deployment, including HVTs (see below).

Classified Objectives. Before choosing their army list, each player draws 2 classified objective cards and secretly chooses 1 to keep in play for themselves (do not reveal either). Achieving classified objectives, including the Secure HVT option (see below), is worth 2 objective points in each **RECON+** mission. They may only be scored once.

High Value Targets. Each player must deploy a High Value Target (HVT) model at the beginning of their deployment. These must be placed at least 4” outside of both deployment zones, directly on the play area itself (not on any terrain). A player may opt at any point to replace their chosen classified objective with the Secure HVT classified objective:

- **Secure HVT** is accomplished if at game end you have a trooper not in a Null state inside the zone of control of the enemy HVT model, and at the same time there are no enemy troopers not in a Null state within the zone of control of your own HVT model.

In-Game

The following in-game rules apply to each **RECON+** mission.

Season 9. Strategic Use of Command Tokens to nullify Orders from an Order Pool is prohibited. All TAGs receive the Fatality L1 Special Skill at no extra cost.

This clarifies that the ITS Season 9 Reduced Combat Groups and Ironclad rules apply.

Exclusion Zone. Some missions include an Exclusion Zone in the play area configuration. Troops may not use Airborne Deployment, Forward Deployment, Mechanized Deployment, Infiltration special skills, or the deployment rule of the Impersonation special skill to deploy within an Exclusion Zone. Troops that suffer Dispersion are not affected by Exclusion Zones.

Dispersion. Dispersion is reduced to a fixed 8”.

This change makes AI Beacons and Combat Jumps viable in the small play area.

Specialists. Hackers, Doctors, Engineers, Forward Observers, Paramedics, and troops with the Chain of Command special skill are considered Specialist Troops in all missions. Repeaters and G: Servants cannot be used to perform tasks reserved for Specialist Troops.

Hack Mission Objective. Some missions make the following short skill available.

Hack Mission Objective	Short Skill
Attack	
REQUIREMENTS	
<ul style="list-style-type: none"> • The user must be a Specialist Troop model (not a marker) in base contact with an Antenna or Console. 	
EFFECTS	
<ul style="list-style-type: none"> • The user makes a Normal WIP roll to hack an Antenna or Console in base contact. Hackers receive a +3 MOD on this roll. • If successful, the acting player connects the Antenna or Console (mark it appropriately). If the other player had previously hacked it, they are no longer connected (remove any such marker). 	

ENDGAME

The following rules outline end game conditions for **RECON+** missions.

End Game. Before any lists are constructed, players or event organizers must select one of the following end game conditions to apply to all missions:

- **RECON+:** All matches end after 3 game turns or the time limit (see below) is reached. Unless noted otherwise by a mission, *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 remaining player may play out the game turns attempting to score objectives.
- **ITS:** All matches end after 3 game turns or the time limit (see below) is reached. *Retreat!* rules apply unless noted otherwise by a mission. The match ends at the conclusion of the current game turn if either player is eliminated or starts their active turn in a *Retreat!* situation (which requires *Retreat!* rules to be in play for the mission).

*The **RECON+** end game conditions avoid creating an awkward disincentive in which players want to destroy their opponent's models, but not so quickly as to make the game end before they themselves can capture objectives. However, almost all tournaments use the ITS end game conditions and players hoping to compete in such should be familiar with the peculiar strategic considerations those rules create.*

Time Limit. Matches in organized play run for 75 minutes unless announced otherwise. Event organizer(s) must make clear beforehand how this will be enforced, with either an immediate hard stop or permitting the current player or even game turn to be completed.

For beginner and casual events the time limit should be loose, with time reserved in the schedule (e.g., 90 minute rounds) for matches to finish out their final game turn.

Destroyed. Models 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 models not destroyed are considered to have survived, as are models in *Retreat!* which exit the play area through the long edge of their player's deployment zone.

SCORING

Scoring. All **RECON+** missions are scored out of a possible 9 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!

Domination. A player dominates a Sector, as defined by some missions, if their models within that Sector comprise more army points than those of their opponent. Models are considered to be solely within the single Sector, if any, containing more than half their base. Only troops not in a Null state, markers representing troops, AI Beacons, Proxies, and G: Servant models are counted. Troops possessing the Shasvastii special skill are also counted when in the Spawn Embryo or any non-Null state. The extra army points provided by Baggage equipment possessed by troops not in a Null state are also counted.

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 3D 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, except Civilians, which do neither.

This is a slight variance from the main Infinity rulebook, in which mission elements such as objectives only grant cover when physically represented by 3D terrain pieces.

Mission elements cannot be directly targeted by attacks other than those provided by the mission, but can be affected by attacks through dispersion and other mechanics. Any player that damages a mission element automatically loses the match at its conclusion and grants their opponent 2 objective points (within the maximum of 9).

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)
Civilian	Neutral Model	0	0	1	S1- (20mm base x 25mm high)
HVT	Neutral Model	0	0	1	S2 (25mm base x 40mm high)
Tech-Coffin	Scenery Item	1	0	1	S5 (40mm base x 45mm high)

Civilians have a 20mm base here to denote them as diminutive, cowering, and not cover (by Human Sphere they do not block LOF). Feel free to use 25mm bases/markers.



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

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 50pts 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 25pts of player's army list survived 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 75pts 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"/>
Classified objective achieved.	2	<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 its 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.

Note that the deployment zones are purposefully not included in the sectors, as that would overly favor the player defending that side of the play area.

Condition	Obj. Pts	Player	
		1	2
Dominate the Sector farthest from your deployment zone.	4	<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 closest to your deployment zone.	1	<input type="checkbox"/>	<input type="checkbox"/>
Classified objective achieved.	2	<input type="checkbox"/>	<input type="checkbox"/>

Sum: — —

MISSION: EXFILTRATE

The Exfiltrate mission is challenging and often results in low scores. In tournament play it is recommended to be used in the late rounds, so opponents will be of roughly similar skill but given the opportunity to differentiate themselves within win/loss brackets.

PLAY AREA CONFIGURATION

As part of their army deployment, before placing their HVT, each player deploys 3 Civilian models inside the half of the Exclusion Zone (see below) on their opponent's side of the play area. Civilians must be deployed at least 4" away from all other Civilians placed by that player. They cannot be placed on any terrain requiring a Climb entire order to reach. No model or marker may be deployed in base contact with any Civilian or vice versa.

Once deployed, take 2 Agent and 1 Citizen importance markers (or suitable proxies indistinguishable on the back side). Turn them face down, shuffle them, and randomly assign one to each of your Civilians without being revealed to you or your opponent.

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 Interrogate Civilian common skill on the following page is available in this mission.

Players may target Civilians they placed with the Discover skill. On success they may look at the targeted Civilian's importance marker without revealing it to their opponent.

Once a Civilian has been revealed to both players as an Agent via the Interrogate Civilian skill, it may be directly targeted by the opposing player as an enemy troop and no penalty is incurred by them for damaging it.

END GAME

There are no special end game conditions for this mission.

SCORING

Exfiltrated. An Agent has been Exfiltrated if it is wholly inside its player's deployment zone.

Secured. An Agent is Secured if it is wholly outside the Exclusion Zone on its player's side of the play area. An Exfiltrated Agent is necessarily Secured, but not vice versa.

Interrogate Civilian

Short Movement Skill

Attack

REQUIREMENTS

- The user must be a model (not a marker) in base contact with a Civilian deployed by their player.
- The user cannot already be in CivEvac state with a Civilian, unless it possesses the Doctor, Paramedic, or Chain of Command special skills, in which case it cannot already be in CivEvac state with 2 Civilians.
- The user cannot be Impetuous or Extremely Impetuous, including through the Frenzy characteristic having triggered.
- The user cannot possess the G: Servant or G: Synchronized special skills, or its Type of Troop be REM.
- The user cannot be part of a fireteam of any kind, and this short skill cannot be performed as part of a coordinated order.

EFFECTS

- The user makes a Normal WIP roll to synchronize a designated Civilian in base contact that was placed by their player. Doctors and Paramedics receive a +3 MOD on this roll. A failed attempt may be rerolled by expending a Command Token.
- If the roll is successful, the Civilian's importance marker is revealed to both players if it has not already. If, and only if, the Civilian is an Agent, it enters the CivEvac state with the user (*Human Sphere*, page 95).
- If the roll fails, the opposing player moves the Civilian as far as possible following general movement rules up to 2" from the user.

Condition	Obj. Pts	Player	
		1	2
Have at least one of your Agents in CivEvac state at game end.	1	<input type="checkbox"/>	<input type="checkbox"/>
Have both of your Agents in CivEvac state at game end.	1	<input type="checkbox"/>	<input type="checkbox"/>
Have at least one of your Agents Secured at game end.	1	<input type="checkbox"/>	<input type="checkbox"/>
Have both of your Agents Secured at game end.	1	<input type="checkbox"/>	<input type="checkbox"/>
Have at least one of your Agents Exfiltrated at game end.	1	<input type="checkbox"/>	<input type="checkbox"/>
Have both of your Agents Exfiltrated at game end.	1	<input type="checkbox"/>	<input type="checkbox"/>
Have more Agents in CivEvac state at game end than your opponent.	1	<input type="checkbox"/>	<input type="checkbox"/>
Classified objective achieved.	2	<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 Hack Mission Objective short skill is available in this scenario (see page 5).

END GAME

There are no special end game conditions for this mission.

SCORING

The following scoring conditions are evaluated at game end.

Condition	Obj. Pts	Player	
		1	2
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.	4	<input type="checkbox"/>	<input type="checkbox"/>
Classified objective achieved.	2	<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.
- 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 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 any time in the game.	1	<input type="checkbox"/>	<input type="checkbox"/>
Hold any Datacube at the end of game turn 1.	1	<input type="checkbox"/>	<input type="checkbox"/>
Hold any Datacube at the end of game turn 2.	1	<input type="checkbox"/>	<input type="checkbox"/>
Hold any Datacube at the end of game turn 3.	3	<input type="checkbox"/>	<input type="checkbox"/>
Hold both Datacubes at the end of the game.	1	<input type="checkbox"/>	<input type="checkbox"/>
Classified objective achieved.	2	<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 Hack Mission Objective short skill is available in this scenario (see page 5).

END GAME

There are no special end game conditions for this mission.

SCORING

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

Tapped Sensor Grid. After each game turn, for each Console they have 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 Hack Mission Objective skill, but any model may be in base contact to enable this ability.

Condition	Obj. Pts	Player	
		1	2
Dominate more Sectors following game turn 1.	1	<input type="checkbox"/>	<input type="checkbox"/>
Dominate more Sectors following game turn 2.	2	<input type="checkbox"/>	<input type="checkbox"/>
Dominate more Sectors following game turn 3.	3	<input type="checkbox"/>	<input type="checkbox"/>
Have more Consoles connected at game end.	1	<input type="checkbox"/>	<input type="checkbox"/>
Classified objective achieved.	2	<input type="checkbox"/>	<input type="checkbox"/>
	Sum:	___	___

REFERENCE GUIDES

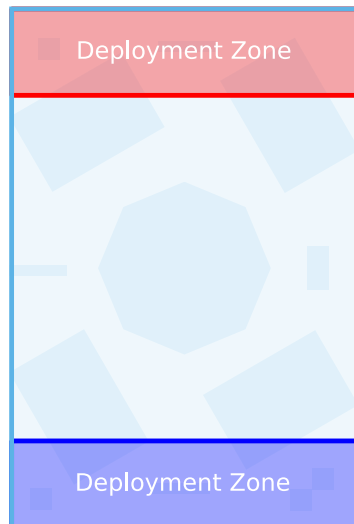
RANDOM MISSION TABLE

D20	Mission	Page	Elements	Description
1–4	Annihilate	8	-	Kill them all.
5–7	Break Through	9	-	Puncture the frontline.
8–10	Exfiltrate	10	6 Civilians	Extract your agents.
11–14	Seize the Antennas	12	3 Antennas	Hack the transmitters.
15–17	Smash and Grab	13	2 Tech-Coffins	Steal the data.
18–20	Sweep and Clear	15	2 Consoles	Search the area.

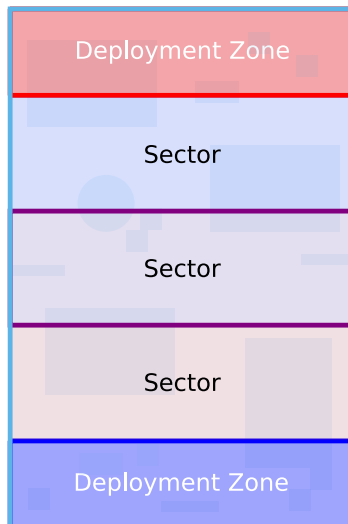
Seize the Antennas or Annihilate are recommended for introductory games.

PLAY AREA CONFIGURATIONS

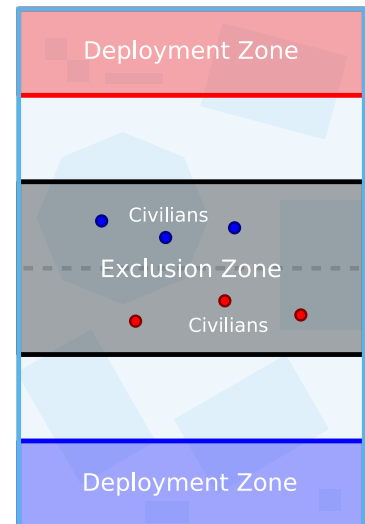
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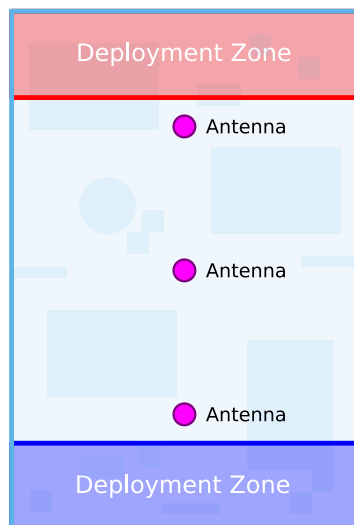
Break Through



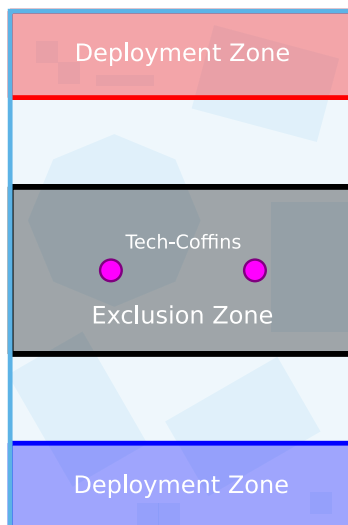
Exfiltrate



Seize the Antennas



Smash and Grab



Sweep and Clear

