

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 required.

Though it works as a stepping stone, **RECON+** is not primarily 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 removed as order generation and other aspects are now much better balanced across troop types than in earlier editions.
- The restriction to a single fireteam has been removed as the benefits of fireteams are not as strong as previous and they are now available to the core factions.
- Troopers no longer need to be Specialist Troops to activate objectives, but specialists provide enhanced reliability, making squads less fragile in button-pushing missions.

CONTENTS

| | |
|---------------------------------------|----|
| Squad Construction | 3 |
| Play Area | 3 |
| Gameplay | 4 |
| Mission Elements | 5 |
| Mission: Annihilate | 6 |
| Mission: Break Through | 7 |
| Mission: Seize the Antennas | 8 |
| Mission: Smash and Grab | 9 |
| Mission: Sweep and Clear | 11 |
| Reference Guides | 12 |

N5 edition; updated 2025/10/28

SQUAD CONSTRUCTION

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

- Army lists may include at most 150 army points and 3 SWC.
- The entire army list must be organized within a single combat group.

All other army list selection rules from the core rules apply, e.g., requiring a Lieutenant.

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, utilizing the same faction throughout but otherwise not necessarily related.
- *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 22–28in wide and 30–36in long. In typical missions with deployment zones along the opposed short edges, the depth of the deployment zones should be calculated such that they are 24in apart, i.e.:

| Play Area Length | Deployment Zone Depth |
|------------------|-----------------------|
| 30in | 3in |
| 32in | 4in |
| 34in | 5in |
| 36in | 6in |

The mats in Corvus Belli's recent Infinity starter terrain sets are 24in by 34in. Some older Infinity starter sets had mats 32in long. Mats and boards for Games Workshop's widely played Kill Team are 22in by 30in. Organizers should not necessarily feel that all tables within an event need to use exactly the same play area dimensions.

GAMEPLAY

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

STRATEGIC USE OF COMMAND TOKENS

The Command Token: Strategic Use options are unaltered caveat the following.

Order Denial. The second player may make Strategic Use of a Command Token to remove a single Regular Order from their opponent's order pool in the latter's first player turn if their opponent generated ten orders or less (including Regular, Irregular, and Tactical Orders). If more than ten orders were generated they may remove two Regular Orders.

Logistical. Whether Speedball Tokens may be used should be decided before list selection.

IN-GAME

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

Exclusion Zone. Troopers may not be deployed into Exclusion Zones, as specified by some missions, by any means in either deployment or gameplay. This includes Combat Jump, Infiltration, and all other skills. Deployable Weapons are not subject to this constraint.

Specialist Troops. Hackers, Doctors, Engineers, Forward Observers, Paramedics, and troopers with Chain of Command or Specialist Operative are considered Specialist Troops. Peripheral (Servant) models cannot perform tasks reserved for Specialist Troops.

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

Connect Mission Objective

Short Skill

Attack

REQUIREMENTS

- The user must be a model (not a marker) in base contact with a mission objective marker or terrain piece.

EFFECTS

- 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.
- 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.

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 do not apply. If one player is eliminated 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.

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.

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 line-of-fire (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

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 |
|---|-------------|--------------------------|--------------------------|
| 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

There are no special end game conditions for 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 (see pg. 4) may be used on Antennas in this scenario.

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"/> |
| | | 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 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. Specialist Troops roll +1B and one die of their player's choice is discarded.
- 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 either a Datacube marker or a friendly troop equipped with a Datacube.

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 skill (see pg. 4) may be used on Consoles in this scenario.

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

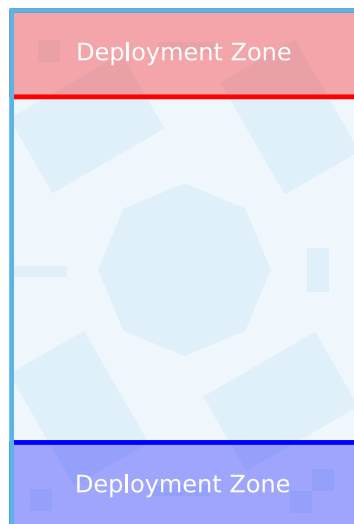
RANDOM MISSION TABLE

| D20 | Mission | Page | Elements | Description |
|-------|--------------------|------|----------------|-------------------------|
| 1–4 | Annihilate | 6 | - | Kill them all. |
| 5–8 | Break Through | 7 | - | Puncture the frontline. |
| 9–12 | Seize the Antennas | 8 | 3 Antennas | Hack the transmitters. |
| 13–16 | Smash and Grab | 9 | 2 Tech-Coffins | Steal the bio-data. |
| 17–20 | Sweep and Clear | 11 | 2 Consoles | Search the area. |

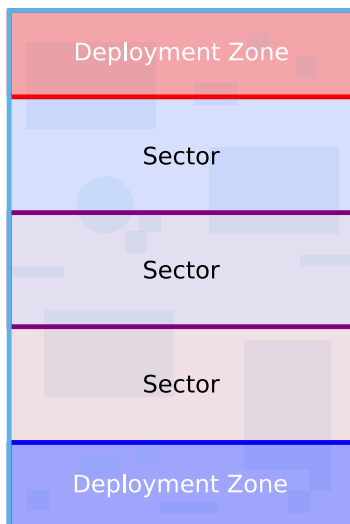
Seize the Antennas or Annihilate are recommended for introductory games.

PLAY AREA CONFIGURATIONS

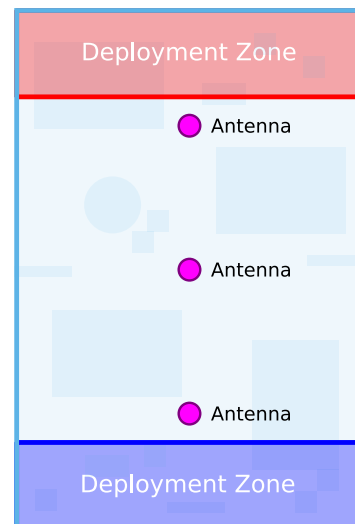
Annihilate



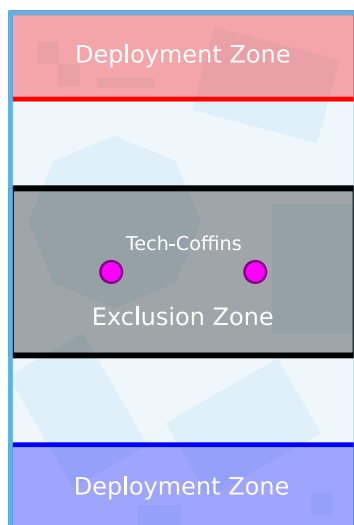
Break Through



Seize the Antennas



Smash and Grab



Sweep and Clear

