

# [0.0] INX CLOSE QUARTERS

## [0.1] WHAT IS INCOUNTRY CLOSE QUARTERS

INCOUNTRY Close Quarters is a version of INCOUNTRY that can be played as a stand alone game or by using portions of its rules in a standard game of INCOUNTRY.

INCOUNTRY Close Quarters has several sections which will allow players to jump right into INCOUNTRY using some of the Close Quarters Rules. These sections are marked "INTEGRATIONS".

INCOUNTRY Close Quarters presents players with intense tactical gameplay best suited to only a handful of miniatures per side. This is different from standard INCOUNTRY where players may control up to an entire platoon of Miniatures.

INCOUNTRY Close Quarters is best used to represent small scale raids or tactical actions where you don't need to be moving around large groups of models or you want a more intricate and grittier system of injuries for your models.

## [0.2] PLAYING THE GAME

INCOUNTRY Close Quarters shares rules for Performances but utilizes the Elements Special Rule.

Meaning when a Player uses one of their two Performances they have during a Turn they may Perform with one of the following:

Two Models

A Team

A Squad of Two Teams (including any Teams the Squad may add as bonuses)

In addition to using the Elements Special Rule INCOUNTRY Close Quarters utilizes the following Rule:

Each Model in a Team may Perform a Measure or Task individually. Rather than the entire Team being required to Perform the same Measure.

The limit on Tasks per Team is the same as in INCOUNTRY.

With this change individual Models will become Defensive and Suppressed rather than entire Teams.

## [0.3] COHESION - INTEGRATION

Cohesion in INCOUNTRY Close Quarters is simply doubled. So Models in a Team must stay within 4in, (or 8in for better trained Forces) of each other.

## [0.4] COMBAT TIMING- INTEGRATION

Combat in INCOUNTRY Close Quarters is different than INCOUNTRY. Lethality is resolved IMMEDIATELY rather than at the end of the Performance.

IE: A Model Performs Assault! and moves into Line of Sight of an Enemy Model. That Model Performs Ambush! and sends the Assault! Model Critical. The Assault! Model is removed as Critical and cannot Shoot the other Model now.

## [0.5] INJURY SYSTEM - INTEGRATION

Instead of receiving an Injury Token for failing a Survival Grip INCOUNTRY Close Quarters uses several results for a Model to suffer from.

If it fails the Model is sent Critical and removed from the game.

If it succeeds it is Injured and has an Injury Token placed next to it and is considered Injured.

If it Aces it is Suppressed and has a Suppressed Token placed next to it.

### Injured Models

Injured Models may not Perform and may not have any Status Tokens other than Injury Tokens.

An Injured Model that is forced to make a Survival Grip is removed as Critical.

An Injured Model that has an Enemy Model end a Performance in Base-to-Base with it is removed as Critical or may be taken Hostage.

### Medical Grips

After a Player Executes they must make another Survival Grip for any Injured Models. This is called a Medical Grip and may be modified.

If they fail it they are removed as Critical.

If they pass they stay Injured

If they Ace it they become Suppressed instead of Injured.

An Injured Model making a Medical Grip in this way with a Friendly Model in Base-to-Base with it may roll 2D10 and take the Highest.

### Suppression

Models that have a Friendly Model sent Critical within 2in of them must make a Normal Suppression Grip at the end of the Performance.

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## [0.7] VEHICLES - INTEGRATION

Vehicles act the same as in INCOUNTRY but when an Embarked Model becomes Injured following the Injury System they are counted as Critical instead of Injured and cannot gain a Suppressed Token.

## [0.8] EXPANDING CLOSE QUARTERS

In the following section we suggest some very easy rules to implement into your game to make things a little more intense, or flexible with how you play.

### CRITICAL MODELS -

When a Model is sent Critical instead of removing them you may simply leave them on the board. This can encourage players to have to use the following Drag rules to carry them off the board and Exfiltrate.

### Dragging Models -

When a Model is Moving it may decide to drag a Model it encounters along its Move by placing them in Base-to-Base with it at the end of the Move. Players can choose what Models may be dragged, we suggest Critical Models only as it can get a little weird otherwise.

### Out Shooting -

If you want to add tension to your games you can transfer over the rules for Shooting from INCOUNTRY. A Model that suffers a result from the Injury System can be allowed to still Shoot during their Performance with any Aces they score removing an Injury, Critical, or Suppressed Token from them.

### Expanded Injury System -

If you REALLY want to go all out here are some easily implemented rules to mess your soldiers up even more. You just have to figure out a way to track them.

- Bleeding out. When a Model rolls under it's Normal Survival Grip but not below its Easy Grip it is Bleeding Out.

A Model that is Bleeding out cannot Ace its Medical Grip unless a Model is in Base-to-Base with it or it has the appropriate Special Rule.

### Crashing Vehicles -

When a Vehicle has Performed a Reposition! Measure and becomes Mobility Killed due to Ambush! or the Driver is sent Critical or Injured as covered in the Advanced Vehicle Section it crashes.

The vehicle immediately becomes Critical and all Models inside must be placed within 2in and make a Survival Grip.

An Open Vehicle that Crashes causes the Survival Grip required for the Embarked Models to be their Hard Grip.

### Recovering Equipment -

In a standard game of INCOUNTRY when a Model becomes Critical it is removed from the game. If that Model had a Role or specific Weapon you may instead leave it on the table and simply mark that it is Critical.

Players have three options:

Models in Base-to-Base with this Model may Perform the Interact Task and "pickup" this Weapon. They then count as having that Weapon.

Or Players may simply allow one Model per Turn to use that Critical Models Weapon while in Base-to-Base with it.

Or Players may assume a Model in that Models Team picks up the Critical Models Weapon. Simply remove the non Weapon or Role Model and replace it with the appropriate Model.

## [0.9] ADVANCED VEHICLES

To play the game with more advanced vehicle rules we simply suggest the following:

Remember what important seat each Model is occupying in a Vehicle.

Examples include: Driver, Gunner, Machine Gunner etc.

When an Embarked Model or Crew Model suffers an Injury or is sent Critical note which of these Seats suffered that fate.

Then simply track what happens!

Driver - Follow rules for Crashing

Gunner - Must be replaced by another Model

Spotter - Vehicle can't Perform Engage! anymore!

Get wild with it!

Switching Seats - When a Vehicle Performs assume a Model that is Embarked switched seats with the poor bastard who got shot and replaces their Position.

Remember to fire a Weapon on a Vehicle it must have at least two Embarked Models. It may only fire a Weapon per Embarked Model over the first one. (We assume he's driving but you can mix it up!)