Alternative Close Combat: Modern Hexed Version

Type of Unit	Modified score required to hit the enemy
Infantry	5 or more
Engineers	5 or more
Dismounted Cavalry	5 or more
Mounted Cavalry	4 or more
Machine Guns	5 or more
Mortars	5 or more
Artillery	5 or more
Armoured Cars	5 or more
Light Tanks	5 or more
Tanks	5 or more
Assault Guns	5 or more
Self-propelled Artillery	5 or more
Half-tracks	5 or more
Trucks	5 or more
Horse-drawn Transport	6 or more
Artillery Spotters	5 or more
Commanders	5 or more

Rules

a) A Unit must stop if it enters a hex that is adjacent to one occupied by an enemy Unit, and turn to face the enemy Unit.

b) A rear or flank attack is one made directly on the side or rear of an enemy Unit.

c) Both sides throw a D6 die for their Unit involved in a Close Combat, add or subtract any relevant modifiers, and read the result from the appropriate row (i.e. the type of Unit they are throwing for).

    Increase the D6 die roll by 1 if the attack is being made against the rear or flank of an enemy Unit.

    Increase the D6 die roll score by 1 if a friendly Commander is in the same hex as the Unit for which the D6 die is being thrown or in a hex that is adjacent to that Unit.

    Reduce the D6 die roll score by 1 if the Unit is being attacked in the flank or rear by an enemy Unit.

    Reduce the D6 die roll score by 1 if the enemy Unit is uphill, in cover or in fortifications.

d) Infantry, Engineers, Cavalry, and Tank Units that win a Close Combat (i.e. because the enemy Unit has been destroyed or has retreated 1 hex) may move forward and occupy the hex that was occupied by the enemy Unit and may conduct further Close Combats if this makes them adjacent to a hex occupied by an enemy Unit.