

### Alternative Close Combat: 19<sup>th</sup> Century Hexed Version

Type of Unit	Modified score required to hit the enemy	Rules
Infantry	5 or more	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.
Dismounted Cavalry	5 or more	b) A rear or flank attack is one made directly on the side or rear of an enemy Unit.
Mounted Cavalry	4 or more	c) Both sides throw a D6 die <u>for their Unit</u> 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 <u>they</u> are throwing for).
Machine Guns	5 or more	<p>Increase the D6 die roll by 1 if the attack is being made against the rear or flank of an enemy Unit.</p> <p>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 <u>or</u> in a hex that is adjacent to that Unit.</p> <p>Reduce the D6 die roll score by 1 if the Unit is being attacked in the flank or rear by an enemy Unit.</p> <p>Reduce the D6 die roll score by 1 if the enemy Unit is uphill, in cover or in fortifications.</p>
Artillery	5 or more	
Horse-drawn Transport	6 or more	
Commanders	5 or more	d) Infantry and Cavalry Units that win a Close Combat (i.e. because the enemy Unit has been destroyed <u>or</u> 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.