



# Alternative rule: MR Chapter 12.0 Close Combat Draft Version

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## Content

12.0.	CLOSE COMBAT .....	3
12.1.	Initiating A Close Combat .....	3
12.1.1.	Renewing A Close Combat .....	4
12.1.2.	Supporting A Close Combat .....	4
12.2.	Resolving A Close Combat .....	5
12.2.1.	Attack Dice In Close Combat .....	5
12.2.1.1.	Action Status Marker .....	5
12.2.1.2.	Supporting A Close Combat .....	5
12.2.1.3.	Outflanked .....	6
12.2.1.4.	Vehicles Versus Infantry .....	6
12.2.1.5.	Experience Levels .....	6
12.2.2.	Defense Dice In Close Combat .....	6
12.2.2.1.	Attacker Support Unit .....	6
12.2.2.2.	Terrain .....	7
12.2.2.3.	Area Of Attack .....	7
12.2.2.4.	Experience Levels .....	8
12.3.	Assigning Damage In Close Combat .....	8
12.3.1.	Adrenaline Rush .....	8
12.4.	Ending Close Combat .....	8
12.4.1.	Withdraw From Close Combat .....	8
12.4.2.	Elimination And Reoccupation .....	9
12.4.3.	Emergency Disembark .....	10
12.5.	Infantry Special Attack Versus Vehicles .....	11

## 12.0. CLOSE COMBAT

Close combat simulates units fighting at very short range, sometimes literally hand to hand. Unlike ranged fire, both faction's units will do a simultaneous attack on each other. Only then are the results of the close combat applied. Opposed dice rolls, ([see 10.7.2](#)), are used to resolve them.

A close combat is initiated when an activated unit moves into an enemy unit's hex.

If a unit enters the hex of a suppressed enemy unit, that enemy unit immediately performs a fallback and is marked as such. If a unit enters the hex of an enemy unit in fallback, that enemy unit is eliminated.



*Artillery cannot initiate or renew a close combat. They can have a close combat initiated, supported and renewed against them. They are also subject to overruns from armored vehicles with track movement. This is not treated as close combat and has its own special rule ([see 9.10.3](#)).*



*Vehicles transporting units can not initiate a close combat, see 12.4.1 when close combat is initiated against them.*

When a unit enters an enemy's hex, that hex will immediately become a close combat hex. This is important because the following special rules apply to a close combat hex:

- The stacking limit is increased to **one unit** from each faction
- No unit may conduct ranged fire from it
- No other unit can move through a close combat hex
- There are restrictions about who and when it can be fired into ([see 10.11](#))

**Definitions:** A unit entering a hex which contains an enemy unit, (that is not already a close combat hex), must initiate a close combat.

A unit that begins the action phase inside a close combat hex may either stay and renew a close combat (12.1.1), or this unit may withdraw from the close combat hex (see 12.4.1).



*Only the active unit needs to pay a command point to conduct (initiate a close combat. It also cost a command point to withdraw from a close combat. Command Cards may allow units to initiate a close combat more than once a turn.*

### 12.1. Initiating A Close Combat

A unit entering a hex which contains an enemy unit must initiate close combat. The movement into the enemy unit's hex itself, does not create an opportunity for reaction fire.

**Note:** The stacking limit increases from one unit per hex to one unit per faction per hex in a close combat hex.

When a unit initiates a close combat, it loses the action status marker that took it into the hex and has it replaced with an active close combat status marker. The enemy unit in the hex retains any action status marker it has, until a round of close combat has been conducted. This is because it receives a penalty for having already been activated in the turn, (see 12.2.1.1).



Figure 1: After this initiated round of close combat, the Soviet Heavy Rifle Unit's firing status marker is replaced with an active close combat status marker.

### 12.1.1. Renewing A Close Combat

During the *Organization Phase* the active close combat status markers are flipped to their inactive side.

The hex is still considered a close combat hex for all relevant rules. This is because close combats can be ongoing from turn to turn. A close combat only ends when one faction has left the close combat hex (12.4) or been eliminated.



**Important:** At the beginning of the action phase, and before any other actions, close combat from the previous turn must be assessed and renewed.

1. First, the initiative player selects which close combat is to be assessed next.
2. Second, the inactive close combat markers in the hex are turned to the active side (yellow side).
3. Third, for each close combat hex the non-initiate player, followed by the initiative player determines whether their unit will withdraw or will stay and renew the close combat.



*There is no cost in command points to stay and renew the close combat. It costs a command point to withdraw the unit from the close combat hex.*

**Note:** The initiative player has the powerful advantages of choosing the order that in which the close combat hexes are assessed, as well as, responding to the non-initiative player's choice to stay and renew or withdraw from the close combat hex.

The renewed close combat can also be supported again by other units (see 12.1.2).

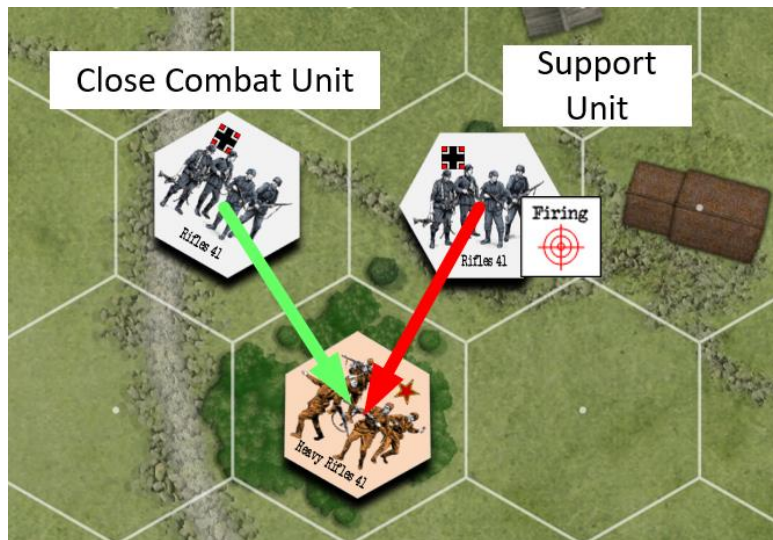
### 12.1.2. Supporting A Close Combat

Before the initiation of a close combat (initiating 12.1 or renewing 12.1.1), the active player (attacker) and the inactive player (defender) can choose to have unactivated infantry, artillery or vehicle units adjacent to the close combat hex to support the close combat.

Close combat support increases the attack value of the close combat unit and reduces the defense value of the opponent at the same time. Details are described in this chapter 12.2.1.2 (for attack dice) and 12.2.2.1. (for defensive dice). The supporting unit is marked with a firing marker.

*A command point is in needed to activate a unit as a support unit*

*Close combat from vehicles cannot be supported*



## 12.2. Resolving A Close Combat

Once a close combat has been initiated or renewed both players now calculate the attack and defense dice they are entitled to. Close combat is then resolved by doing a dice comparison as set out in [10.7.2](#). Units at half strength treat any double successes as single successes (see 10.8.1).

The results from close combat, as described in [12.3](#), are applied to both factions simultaneously. This could lead to both units involved being eliminated or leaving the hex through fall back. Close combat can be risky and deadly.

### 12.2.1. Attack Dice In Close Combat

Both players get the attack dice in close combat, as listed on their unit card. There are some modifiers to these dice, depending if a unit has already activated this turn, (if an initiated close combat), outflanking, if vehicles are in close combat with infantry and experience levels.



*Modifications can also occur as a result of playing command cards*

#### 12.2.1.1. Action Status Marker

If the unit who originally occupied the close combat hex has been activated before a close combat is initiated, then it has a disadvantage. If it rolls a double success, it only counts the strongest result if it is at full strength and the weakest result if it is at half strength. This effect also applies to the additional attack dice from close combat support units (12.2.1.2).

This effect is only ever applied when a close combat is initiated. Once the initiated close combat has been resolved, the unit that originally occupied the hex, (assuming it hasn't been eliminated or forced to do a fallback), is given an active close combat marker.

#### 12.2.1.2. Supporting A Close Combat

For each supporting unit adjacent to the close combat hex, the player adds the strongest attack die of the close combat range to his attack dice pool.

+

The strongest attack die here is one red die



### 12.2.1.3. Outflanked

Any unit that has a close combat initiated against it from a hex outside its arc of fire ([see 10.6](#)), suffers a penalty on its attack rolls. If it rolls a double success, it only counts the strongest result if it is full strength and the weakest result if it is half strength.

This effect only applies when an enemy unit initiates a close combat. After the effects of this close combat have been calculated, the unit occupying the hex is turned to face the unit that initiated the close combat, so that it is now in its frontal arc.

This penalty does not apply in a renewed close combat.



**Immobiled Vehicles:** Regardless of their facing and whether it is an initiated or renewed close combat against other vehicles, immobilised units are always treated as outflanked. This reflects the greater mobility of their opponent.

### 12.2.1.4. Vehicles Versus Infantry

Vehicles do not have a double success roll applied when attacking infantry during close combat. Only the strongest symbol is counted.

If the vehicle is only counting it's weakest result in close combat, (because it was outflanked for example), then only the weakest result is applied against infantry.

### 12.2.1.5. Experience Levels

All veteran, and elite units gain a blue attack die, ([see 4.2.3](#)).

## 12.2.2. Defense Dice In Close Combat

Both players get the defense dice in close combat, as listed on their unit card. There are some modifiers to these dice depending on attacker support units, terrain, the adrenaline rush of close combat, area of attack and experience levels.



*Modifications can also occur as a result of playing command cards*

### 12.2.2.1. Attacker Support Unit

If the attacking unit is supported by one or more units, the defender loses his weakest defense die. This is not cumulative. This applies to both player's defensive dice rolls as applicable.



**Note:** If the defender has only one defense die left before subtracting the weakest die, this die is kept as a minimum for defense purposes



#### 12.2.2.2. Terrain

If a close combat is initiated, only the unit that originally occupied the hex will get the full benefit of the terrain defence dice for the terrain hex they are in.



*Vehicles get no terrain defense bonus in close combat.*

The unit that initiated the close combat by moving into the hex, gets no terrain defense dice. If a close combat is being renewed, both units will get the strongest terrain defense die only.

#### 12.2.2.3. Area Of Attack

A vehicle always uses its “above” defense dice, ([see 10.9.3](#)), when calculating which defense dice it receives in a close combat against an infantry unit. This includes immobilised vehicles.

When a close combat is initiated between two vehicles, the defense dice a vehicle receives is dependent on which area the enemy unit entered the close combat hex from. The illustration in [10.9.3](#) shows the different areas surrounding a vehicle.

For example, a Russian tank moves into a hex containing a German tank. It enters it from a hex to the rear of the German tank. The German tank would use its rear defense dice, as stated on its unit card, to defend itself.

This effect only applies when an enemy unit initiates a close combat. After the effects of this close combat has been calculated the unit originally occupying the hex is then turned to face the unit that initiated the close combat so that it is now in its frontal arc.

In a renewed close combat, vehicle units use their front armor for their defense dice, (except against infantry as previously noted). This is regardless of facing relative to the enemy unit. This reflects the confused nature of an ongoing melee, which a renewed close combat represents.



**Immobilised Vehicles:** Regardless of their facing and whether it is an initiated or renewed close combat against other vehicles, immobilised units always use their rear armor to calculate the defense dice they receive from their unit card. This reflects the greater mobility of their opponent.

#### 12.2.2.4. Experience Levels

All hardened, veteran, and elite units gain a blue defense die, ([see 4.2.3](#)).

### 12.3. Assigning Damage In Close Combat



**Critical Hits:** Critical hits are resolved after all the damage point and suppression results have been applied. To reflect the deadly nature of close combat, any uncanceled critical hits are dealt with by flipping the enemy unit to half strength or eliminating it if it is already half-strength. Two uncanceled critical hits will eliminate a full strength unit.



**Damage Points:** For each damage point, place a damage marker against the unit. Damage markers should only be added to show any damage that can't be shown by the counter. For example, if a full strength unit with four strength points takes three damage points, it would be flipped to its reverse side (showing it had taken two points of damage) and then one damage marker would be added. If a unit takes an amount of damage greater than its strength points, the unit is eliminated and is removed from the game.



**Suppression:** If at least one suppression result remains after the defense rolls (including the effect of Adrenaline Rush, 12.3.1), the target unit is considered suppressed. Since the unit is a close combat hex and suppressed it must do a fallback in accordance with 13.3.

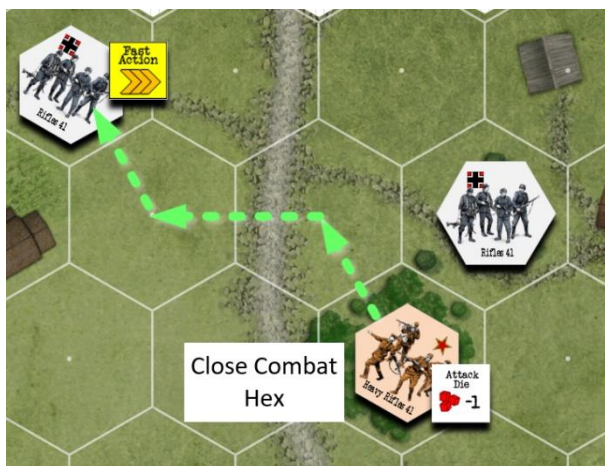
#### 12.3.1. Adrenaline Rush

All units in close combat automatically ignore one suppression result rolled by their opponent. This reflects the adrenaline rush of hand to hand fighting.

### 12.4. Ending Close Combat

#### 12.4.1. Withdraw From Close Combat

At the beginning of the action phase, the player can choose whether to withdraw a unit or stay and renew the close combat. Leaving a close combat is conducted as a fast action. The withdrawing unit is subject to reaction fire ([see 8.2](#)) as it moves away.



After the withdrawing unit has left the hex, the close combat status marker is removed. This also applies if the close combat has eliminated all units of one side.

As the close combat marker is no longer in place, the stacking limit (one unit per hex) in the hex must now be observed.

The unit that remains in what was the CC hex is also marked with a -1 attack die marker. This simulates the exhaustion of units that have been in close combat.

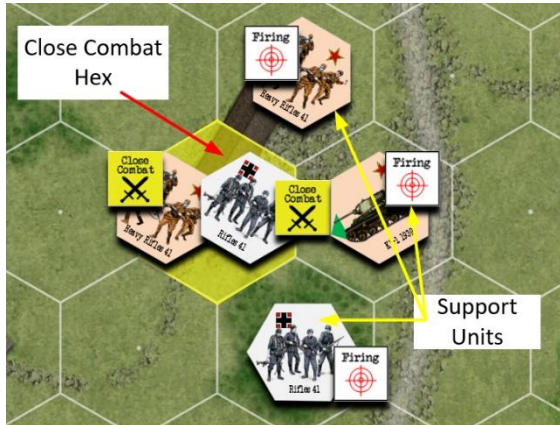




### 12.4.2. Elimination And Reoccupation

If both close combat units are eliminated during the close combat, both players can decide if they want to move a supporting unit into the close combat hex. This decision does not cost a command point, but it must be made immediately following the close combat.

This applies only to infantry and vehicle units, not to artillery units.



*Situation 1: Situation before close combat resolved*



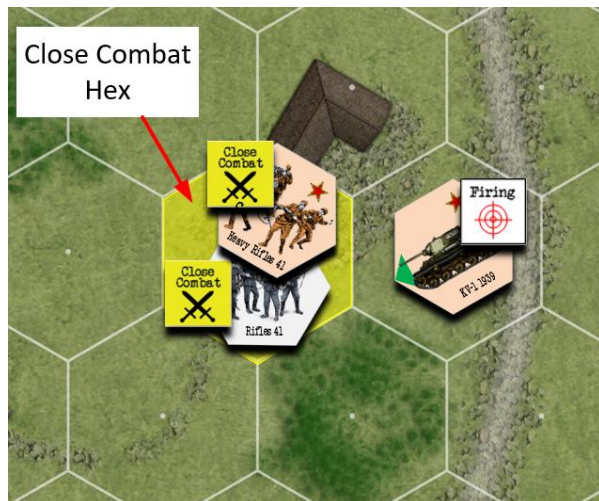
*Situation 2: Both parties have been eliminated during the close combat. Supporting units may move into the close combat hex.*

When moving a unit into the close combat hex, it must be able to meet the movement cost for normal action.

If both players each move a unit into the close combat hex, then they are marked with an active close combat marker.

**Important:** Close combat does not take place in this action phase. The close combat is automatically renewed in the next turn (see 12.1.1).





*Situation 3: Both players reoccupy the hex with supporting units*

If only one player moves a unit into the close combat hex, that unit is marked with fast action status marker.



*Situation 4: Only one player occupies the close combat hex*

### 12.4.3. Emergency Disembark

If a vehicle transporting units has a close combat initiated against it, (transporting vehicles can never initiate a close combat), its passengers must do an emergency disembark.



Any units must immediately be placed on an empty adjacent hex. One unit per hex, observing the stacking limit. If, for any reason, they cannot do an emergency disembark, they are eliminated.

When doing an emergency disembark into an adjacent hex, the unit normally receives a fast action status marker.

There are two exceptions to this:

- When disembarking into harsh terrain (9.5), and
- When disembarking units have the 'slow' attribute

In both cases, the unit receives a delayed action status marker

**Note:** Special abilities of unit cards (e.g. Grenadiers 41 "Fast Disembark" have priority in emergency disembarkments.

Emergency disembark into an adjacent hex can attract reaction fire, ([see 8.2](#)).



## 12.5. Infantry Special Attack Versus Vehicles



*If close combat is being resolved between a vehicle and an infantry unit, the player controlling the infantry unit must decide whether to attack the vehicle itself or its wheels/tracks.*

**Attacking the vehicle:** The close combat is conducted according to the normal rules for infantry against vehicles

**Attack the wheels/tracks:** Instead of a normal close combat the player controlling the infantry unit rolls a single green die for an attack on the wheels/tracks. The player controlling the tank rolls a blue die in defense. This is a comparison dice roll as per [10.7.2](#).




If the infantry unit is initiating a close combat by a fast action, they must first roll a green die and get a result, i.e. double success, damage point, or suppressed. Only then will they do the comparison roll against the vehicle's blue die.

As with all close combat, this attack on the vehicle's wheels/tracks is conducted simultaneously with the vehicle's attack on the infantry unit.

The effects of this roll are as follows:



**Double Success** (Critical hit and damage point): The vehicle is immobilised and receives an additional damage point.

-  **Critical hit:** The vehicle is immobilised
-  **Damage point:** The vehicle is immobilised
-  **Suppressed:** The vehicle is suppressed and must leave the close combat hex.