column 0   column 1   column 2   column 3   column 4   column 5

| 0, 0 | 0,1 | 0,2 | 0, 3 | 0, 4 | 0, 5 |

Row 0
Row 0

| 1, 0 | 1, 1 | 1, 2 | 1, 3 | 1, 4 | 1, 5 |

Row 1
Row 1

| 2, 0 | 2, 1 | 2, 2 | 2, 3 | 2, 4 | 2, 5 |

Row 2
Row 2

| 3, 0 | 3, 1 | 3, 2 | 3, 3 | 3, 4 | 3, 5 |

Row 3
Row 3

Movement:

up: row -1
down: row + 1
up left: if col%2 == 0: row - 1, col - 1
        if col%2 == 1: col - 1
up right: if col%2 == 0: row - 1, col + 1
        if col%2 == 1: col + 1
down left: if col%2 == 0: col - 1
        if col%2 == 1: row + 1, col - 1
down right: if col%2 == 0: col + 1
        if col%2 == 1: row + 1, col + 1

Other notes:

This model is a little better than the last one, in my opinion.
Not only do we not need an even number of hexes going
horrizontally, but this model also fits the idea of a
"rectangular map" better. (The thing looks more like a 4x6
grid)
Tell me what you think.