

Changes to Game Play

Unless modified here, FUBAR 2.6 & the Cardinal Rule apply.

Dice Conventions

Dice rolls use one or more d6, d8 or d10.

Initiative

INITIATIVE DICE ARE D8.

Units

Experience defines Activation, Expertise and Coherency- the maximum distance Unit members can maintain from each other. A Unit out of Coherency incurs an activation penalty of 1 per figure that is out of touch. A Unit leader may have one die type, for Activation, and the troops another for Expertise.

Unit Experience

Level Die	Activation	Expertise	Coherency
Green d6	5+	6+	2"
Seasoned d8	5+	6+	3"
Veteran d10	5+	6+	4"
Elite d10	4+	6+	4"

Suppression

Green	2
Seasoned	3
Veteran & Elite	4

Morale

A unit with 50%+ casualties must take an activation test. Any time such a unit fails to activate, they are no longer suppressed & withdraw a full move away from visible enemies, performing a 2nd activation test. Failing the 2nd test, the unit is combat ineffective & each turn automatically moves away from visible enemies, toward a friendly deployment zone. If this is not possible the unit surrenders. The Activation Die of a higher-ranked leader within coherency may be used for these tests.

Cover & Armour

Cover modifiers CAN make a Unit's expertise worse than 6+.

Heavy Wood / Jungle reduce movement by 2"

Cover	Expertise	Examples
Soft	+1	Undergrowth, Fences, Hedgerows, Huts, Woods
Moderate	+2	Heavy Woods / Jungle, Wooden Buildings, Civilian Vehicles
Heavy	+3	Trenches, Rubble, Stone / Brick Walls, Buildings
Hard	+4	Bunkers

Cover provides the equivalent of an armour save taken vs the Unit's Level Die.

Cover	Save	Notes
Moderate	7+	vs. Template Weapons only
Heavy	5+	vs. Template Weapons only
Hard	4+	

Environment

Environment Effect	Expertise	Range
Rain/Fog	+1	1/2
Night	+1	1/2

Environmental effects are cumulative.

Weapon Teams

Teams loosing 50%+ members may no longer function. Seasoned or better figures may replace lost team members.

Aircraft & Vehicle Crews

Vehicles have an Activation die for Pilots / Drivers, and an Expertise die for Gunners & other crew.

Armour Saves are taken on the Pilot / Driver die. Attacks & spotting on the Gunner's dice. Helicopter Door-Gunners, Gunners in open-topped vehicles and 'unbuttoned' tank commanders may go On Guard.

Template Weapons

Template(T): The radius of a Template weapon is 1"x FP.

Certain weapons have Shaped Templates. Centre the template on the target point. Everything under a template is attacked.

1. Mortars, Artillery and Vehicle Weapons use the FP Dice of the weapon.
2. All other Template Weapons use the FP Dice of the firing troop.
3. Targets keep Cover & Armour benefits.

FEAR

Units *fired on* by weapons / Units that cause FEAR must pass an Activation roll or automatically become Maximum Suppressed.

SNIPERS cause FEAR.

Hidden & Spotting Units

Some Units may Hide, spending an activation immobile when in cover & out of LOS of an enemy. Hidden Units may Go To Ground. A Unit may try to Spot a Hidden Unit by making an opposed roll, Expertise+ on a single die. The Hidden Unit adds any Cover bonus to their die roll.

Ambush

Some Units may Ambush when hidden and On Guard, receiving +4FP to their first attack if they are not spotted before firing.

Moving Casualties

Any two healthy figures may move a Casualty at normal rates. Casualties may be moved, one-to-one, at a penalty of 2".

Support Calls

Support Calls are limited!

Scenarios define the amount & type of support available to each side.

Each force has a unique way to call for support, but all follow this rule:

If, after modifiers, a caller rolls Expertise+ then the call for support is a success. If the roll fails, the caller may try again on another activation.

4+ Rule: Any Support-Call failing by 4+ wastes a call AND no further support of that type is available.

Support is subject to Delay, Error & Deviation.

Delay, Error & Deviation

In the chaos of combat, these three determine if a support-call is golden or ghastly.

INBOUND DELAY / ERROR TABLE

Failure 4+ : call wasted, support lost!

Green	x3
Seasoned	x2
Veteran & Elite	x1

1d6 DEVIATION TABLE

1-2	Short FP"	4	Right FP"
3	Left FP"	5	Long FP"
6	ON TARGET		

Indirect Fire Support

Fire Missions fire continuously *each & every activation*. Multiple Missions may be called. A friendly RTO on the channel, or opening a new channel, may end any / all Missions.

1. **An RTO must open a channel.**

2. **Nominate target point & place a marker.** Make a Support Call; roll vs caller's modified Expertise. The first round arrives in 1 activation x the Inbound Delay.

Fire-Support Modifier Expertise

ALL FIRE-SUPPORT CALLS	+3
Caller is Forward Observer	-3
Target not in LOS	+1
Adjust Fire Mission	-1
Calling Danger Close	-2

3. **When the first round is DUE**, move the target point FP" x Error according to the Deviation Table, from the caller's POV. The first round lands here; remaining rounds fired in the Mission deviate from this point.
4. Make a Support Call to adjust the target point or start a new Mission.

Danger-Close Fire-Support is any call within 3x FP" of the CALLER.

Indirect Fire Weapons

Indirect Fire Weapons cause FEAR.

May fire at targets in line of sight.

Weapon	Min-Range	Max	FP Die	FP
Light Mortar ¹	10"	∞	d8	2T
Med. Mortar ¹	15"	∞	d8	3T
Hvy. Mortar ¹	20"	∞	d8	4T
Artillery ^{1,2}	18 / 24"	∞	d10	5T

1. Weap. Team required. 2 activation set-up.
2. 18" min. flat trajectory. 24" min. indirect.

Needs

Page 2 USMC:

Mostly done!

Page 3 VC / MFVC:

Mostly done!

Page 4 NVA:

Support Calls -the few & the strange

Armour -tanks for what-if & late war

TOE

Page 5 Scenarios & Civilians:

Objectives, ROE and populated areas.

Establishing Support-call limits & costs.

Thoughts for working with existing scenarios.

NOTES for FUBAR VIETNAM

The Vietnam war was fought from inside and outside Vietnam, by armies from the North, the South and from the Free World, each employing wildly different skills, technologies & ideologies. It was a ten-thousand day war, fought with no true front-line in an unforgiving land, following contradictory rules of engagement.

This is a very rough draft of a one-page (!?) Theatre-set for FUBAR Vietnam. I am a fan of this historical gaming niche & I think FUBAR has tremendous potential for fun with this setting.

I have done some crazy things to the core FUBAR rules. I hope some of these things capture the complexity & the character of the conflict without loosing the best bits of FUBAR.

Mostly I have been putting ideas down on paper; outlining -via pie-in-the-sky thinking- what most needs covering. But some play-testing has been done.

The numbers are not entirely good, but I think some of the ideas will work once the numbers are tweaked. Once the pies are cleaned-up.

Where various bits of information will end up is still up for debate.

Vehicle stats & such are still a quandry.

Page 1 is intended to present the core heresies; changes to standard FUBAR, as well as ubiquitous concepts.

Page 2 presents a USMC platoon TOE & related special rules.

Page 3 is for the VC/MFVC; special rules and TOE.

Page 4 features the NVA.

Page 5 will be another big bit. Setting limits for number and duration of support-calls and the impact of Civilians & the ROE on Initiative. How to work with the campaign & mission material currently available would be a nice bonus.

Current Version Notes:

All New with 0.08:

Veteran Expertise now 6+

Ambush

Hidden Units

Moving Casualties

Point-Men

Blinds, Booby-traps, Tunnels & Sappers

Initiative is rolled on a d8 to allow for a few more variables to come into play. The presence of civilians and changing ROE should impact greatly on a scenario.

Unit sizes are all over the place. The variety of equipment, craft and competence is vast. Training and motivation are at odds. Three die-types are used for Unit Level in an attempt to model these diverse factors.

Coherency describes a Unit's ability to control an area. Forces with better training can risk spreading-out to cover tremendous area. Units with poor coherency are limited to hit and run tactics and remain vulnerable to basic squad supports such as grenades.

Suppression levels have been increased. Units may need this to allow for some force 'behaviours' to be modelled and to account for the deadly variety of AOE weaponry.

Area of Effect (Template) weapons are included. I'm very tempted to model the 'explosive' Template as a concentric, decreasing FP attack, but worry that tremendous complexity has already been added in this first rough draft.

FEAR: don't know if this will work for snipers & big weapons or not...

Vehicle (air & ground) crews are represented by different Level Dice to model the differing situational awareness and interaction between drivers / pilots / commanders and gunnery crews trying to get a vehicle into position and to get munitions on target.

Support missions are *powerful* and will be costly to engage. Support calls should always be limited and must be carefully spent in order to achieve mission objectives.

Radio communications are just beginning to become truly sophisticated; as platoon and squad RTO's come to grips with the 'NET', officers and FO's need to become aggressive and competent at calling for the available support.

Caller competency is found in the Delay & Error Table while the Deviation Table represents Gunner accuracy.

Artillery, once it begins to fall, tends to rain steadily as a deadly curtain until stopped. These are area-denial attacks. Experience is

required to get an indirect fire-support mission on target; poorly targeted missions will eat-up precious support calls, as will calls to adjust fire or re-target. Danger-close calls receive a small bonus, but are risky. Prepare to reap the whirlwind.

Medivac, Transport and Gunship Helicopter Support is effective, and costly in terms of support call expenditure.

Credit Due:

None of this would be possible without Darby Eckles outstanding game FNG, published by Two Hour Wargames. A new version of FNG is due out sometime during the Spring of 2011.

If this Theatre-set tempts you to explore gaming this period in more detail, then check out his excellent game. The campaign system and solo-play aspects alone are both worth the price of admission!

Many of you will recognise Jon Tuffley's influence on the dice types for Unit Experience.