**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**

<table>
<thead>
<tr>
<th>Level Die</th>
<th>Activation</th>
<th>Expertise</th>
<th>Coherency</th>
</tr>
</thead>
<tbody>
<tr>
<td>Green d6</td>
<td>5+</td>
<td>6+</td>
<td>2+</td>
</tr>
<tr>
<td>Seasoned d8</td>
<td>5+</td>
<td>6+</td>
<td>3+</td>
</tr>
<tr>
<td>Veteran d10</td>
<td>5+</td>
<td>6+</td>
<td>4+</td>
</tr>
<tr>
<td>Elite d10</td>
<td>4+</td>
<td>6+</td>
<td>4+</td>
</tr>
</tbody>
</table>

**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

**Environment**

<table>
<thead>
<tr>
<th>Environment Effect</th>
<th>Expertise</th>
<th>Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rain/Fog</td>
<td>+1</td>
<td>1/2</td>
</tr>
<tr>
<td>Night</td>
<td>+1</td>
<td>1/2</td>
</tr>
</tbody>
</table>

Environmental effects are cumulative.

**Weapon Teams**

Teams losing 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(1):** The radius of a Template weapon is 1' x FP.

- Mortars, Artillery and Vehicle Weapons use the FP Dice of the weapon.
- All other Template Weapons use the FP Dice of the firing trooper.

**FEAR**

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

**Hidden & Spotting Units**

Some Units may Hide, spending an activation immune 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!

**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.

**Indirect Fire Weapons**

Indirect Fire Weapons cause FEAR. May fire at targets in line of sight.

**Environmental Conditions**

- Heavy Wood / Jungle reduce movement by 2

**Support Calls**

Support Calls are limited!

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

If, after modifiers, a 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**

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

**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.

**Indirect Fire Support**

Indirect Fire Support is any call with 3x FP of the CALLER.

**Extraordinary**

May fire at targets in line of sight.

**Mechanical Fire**

Light Mortar 10" 100 6d8 2T
Med. Mortar 15" 150 d8 3T
Hvy. Mortar 20" 200 d8 4T

**Artillery**

18 / 24" 180 d10 5T

1. Weap. Team required. 2 activation set-up. 2.18" min. flat trajectory. 24" min. indirect.

**Author:** Thomas Robson. **Additional credits to:** Craig Cartmell (FUBAR), Darby Eckles (FNG) & the Forge of War Yahoo! Group.
NOTES for FUBAR VIETNAM

The Vietnam war was fought from inside and outside Vietnam, by armies from the North, 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.

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