

PURPLE HAZE



Marine's Handbook



This Marine's Handbook is a supplement to the main Rulebook. It provides additional supporting information to understand how to play Purple Haze, and background resources for players interested in learning more about the subject matter.

It comprises:

1) QUICK START GUIDE

for multi-player games, so not every player has to read the main Rulebook.

2) CHERRY BOOT CAMP

a tough drill sergeant takes you through a series of lessons on how to survive in the jungles and paddy fields of Vietnam.

3) BACKGROUND RESOURCES

to provide further background reading and information on some of the topics covered in the game.

QUICK START GUIDE

Purple Haze is a relatively simple game in terms of basic actions, but – being a sandbox-style game – it needs rules to cover unlikely edge cases. Furthermore, the combat is tactical with a range of decision points. As a result, the main rulebook is quite long.

If you don't want to read it, that's fine. You can read this Guide. It is a primer to allow you to begin to play the game. However, a caveat. It is necessary that at least one person playing the game has read the main Rulebook, and you have it close to hand in order to reference situations or explanations not covered in this short guide.



Overview

You can play Purple Haze solitaire or cooperative. You control a Squad of 6 Marines. Each Marine is unique, with their own Trait ratings and an Ability. Each Marine is one of six Specializations: **Squad Leader**, **Radio Operator**, **Infantryman**, **Scout**, **Engineer** and **Corpsman**.

Over the course of 9 linked Missions, you determine the actions these Marines take to fulfill the Objectives of the Mission. For map-level actions – known as Squad Actions – the Squad acts collectively. For Encounters and Events, individual Marines may be called upon to take certain decisions or make tests. In Combat, each Marine acts individually.

As you complete Missions you will gain Experience based on how well you complete the Mission Objectives. You'll also get Experience if the Squad does well in Combat, and where individual Marines pass particularly tough tests. Experience can be spent at the end of each Mission, provided a sufficient amount has been earned, to increase the level of a Marine's Specialization, thereby unlocking new skills.

Set up

Purple Haze is a campaign game. This means you play each of the nine Missions in the Campaign in linear order. So the first thing to do is to refer to the Mission Booklet for the Mission you are undertaking. This contains the main narrative and combat elements of each Mission.

Each Mission has its own set up instructions, including which map to use, how to set up the Tracker Board (Time, Stamina and Threat level) and any Mission-specific special set up rules, so read and follow those. Each Mission also has its own special Encounter card deck that you'll need to set up.

Once you have the Mission ready, you'll need to equip your Squad. Each member of the Squad has a different Load Capacity, meaning the amount of Equipment they can carry. Weapons, Ammo, the Radio Set, Extra Rations, they all weigh a different amount. Each Marine must take a main Weapon. Certain pieces of Equipment can only be taken by certain Specializations. At least 2 of the Squad must take an M16. The Radio Operator must take a Radio Set. Each Marine must take at least 1 Ammo type for the Weapon they are using, where relevant. And each Marine can carry no more than 1 Extra Ration. But other than that, unless the Mission-specific rules say otherwise, you can equip the Squad as you see fit.

Example: *The Flak Jacket has a Load value of 2. Any Marine in the Squad can equip it. Marine 'Buddy' Donaldson has a Load Capacity allowing him to take Equipment with a total Load value of 11.*



The map and boards are set up, and the Squad is now fully equipped for the Mission ahead.



Squad Actions

Purple Haze works on the basis of Action Rounds. Each round, the Squad can do 1 of 3 possible Squad Actions: **March**, **Bivouac** or **Evac**.

MARCH

March is by far the most common action you will be taking, as it is how you move between adjacent Spaces on the map.

Each Mission starts at a certain time of the day, usually the morning, and typically will need to be completed before the end of the day at 18:00. The Squad will normally start a Mission fresh, with the maximum of 15 Stamina Points (SPs). When you March, it takes Time and costs the Squad SPs.

The Time and SP cost depends on the Terrain of the Space being Marched into. For example a Space with

Jungle Terrain (circled), takes 00.30H to March into, and costs the Squad 2SPs.

 – Time  – Stamina



The Time and Stamina on the Tracker Board are updated to reflect this cost as part of the March action.



If you do not complete the Mission before the allotted time elapses, you may fail in your primary or secondary Objectives. If your Stamina gets to zero on the track, every

time you March, random Marines will take Damage, reflecting the detrimental impact of 'marching on empty'.

Each time you March, you roll the Threat die to see if you need to adjust the Threat level, and potentially resolve an Encounter.

BIVOUAC

You can recover SPs by taking the Bivouac action. You remain in the same Space and determine how long, in 15 minutes (00.15H) increments, you wish to Bivouac for. Each 00.15H you spend taking a Bivouac, you recover 1SP.

While Bivouacking, each time the minute Time marker enters the ':00' space on the Time track, you need to roll the Threat die to see if the Threat level changes. You can conduct First Aid during a Bivouac if you have a First Aid Kit, allowing you to potentially remove Damage from Marines.

EVAC

The final Squad Action you can take is to Evac - an evacuation by helicopter. This is not an action you will be taking very often. It allows you to end the Mission early, or evacuate very injured or K.I.A. members of the Squad or non-player characters from the Mission. To Evac you need to be in a Landing Zone Space. The Mission may begin with a Landing Zone on the map, or you can create one by spending 00.30H to create it. After you have completed the Evac, you roll the Threat die twice and apply both results, adjusting the Threat level accordingly.



– *Landing Zone Space*

Threat

Each Mission will begin with Threat at a certain level. It can be between 1 and 9, and is banded: **1-3 Low** (green), **4-6 Medium** (yellow), **7-9 High** (red). Threat is a measure of the hostility of the environment facing the Marines. It typically determines how difficult a Combat will be, but can also have an impact on Encounters.



The level of Threat will principally be determined by the Threat die. Each time the Squad does a Squad action it will roll the Threat die one or more times. This will determine if any Threat is to be added, or subtracted, from the Threat level.



Threat can also be increased by being in or adjacent to Spaces contain Enemy Activity Zone markers, and by certain Events and Encounters. Threat normally reduces to 1 at the end of a Combat.



– *Enemy Activity Zone marker*

Encounters and Events

After a March action you may resolve an Event or an Encounter. These are critical to story-creation and narrative immersion within the game.

EVENTS

When your Squad enters a Space with an Event marker, cross reference the number on that marker to the relevant entry in the Mission Booklet for the Mission you are completing. This will contain the narrative text, decisions, and consequences that guide the story. Resolving Events is the core thing that the Squad will be doing in the Mission; it's what drives the Mission forward. It is also how Combat occurs.



– *Squad*



– *Event marker*

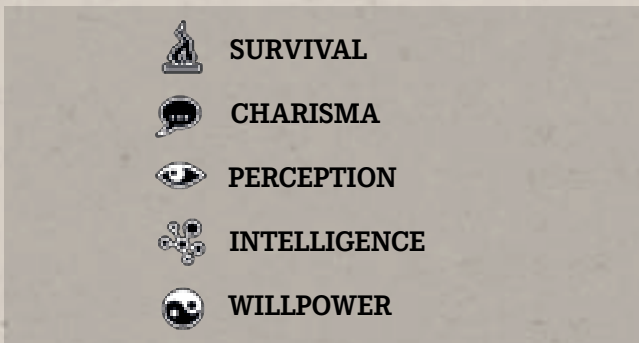
ENCOUNTERS

If you do not resolve an Event (i.e. your Squad does not enter a Space with an Event marker after a March) you draw the top card of the Encounter deck if you have rolled a yellow or red face on the Threat die for that March action. This means there is a 50% chance you will have an Encounter. You only draw Encounter cards following a March action, not if you roll yellow or red on the Threat die for Bivouac or Evac actions.

Encounters are various types of random minor events that take place while your Squad is attempting to complete the Mission. These can be negative, neutral or positive. They are not core to the narrative but fill in the gaps, and allow you to create micro-narratives within the story line.

Traits and Tests

As set out on their Profile card, each Marine has the following Traits, and ratings against each of them:




These ratings vary by Marine.

During Events and Encounters you will be required to resolve certain Trait tests for your Marines, by testing against these numbers.


During Combat you will be required to resolve Combat tests, by testing against factors including a Weapon's firepower, Range and Line of Sight.


Trait and Combat tests work the same way. They involve 'matching' dice to achieve success.

They require you to roll:

01. Purple 'Focus' dice 

→ Roll base 3  for Trait tests

→ Roll base 2  for Combat tests

02. Gray 'Strike' dice 

→ # determined by Marine's Trait / Weapon


03. Gold 'Crit' dice 

→ # determined by Weapon (not always used in a test)

The number of successes you achieve in a test is determined by:

A. The number of matches to the Focus dice you get with your Strike and Crit dice AND

B. The number of matches you get with Strike and Crit dice that don't match the Focus dice.




For (B), the number of successes is always 1 less than the number of matching faces (e.g. if there are  Strike dice showing, this is 2 successes). In this sense you can consider one of the dice to be what the other dice are 'matching' against.

Matches with Critical dice are always worth '2' success. All other matches are worth '1'.






This test has achieved 11 successes:

1) The  die matches  , so that's 2 successes.

2) The  die matches  , so that's 4 successes (Crit matches are worth 2 each).

3) The  die matches , so that's 1 success.

4) There are 2 matches from the  dice, so that's 2 successes.

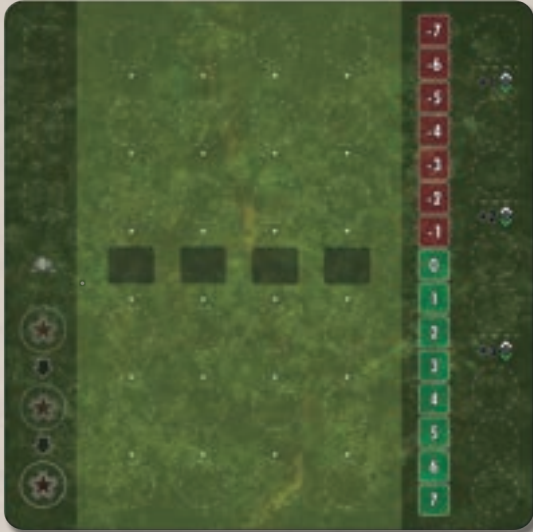
5) Finally, the  die matches the  die, for 2 successes.

In Trait tests the # of successes must generally be equal to or greater than the difficulty level ("DIFF") to succeed. The DIFF level will vary between Events and Encounters, and is stated in those Event and Encounters.

In Combat tests there is no success or failure. The # of successes = the # of hits scored against the enemy.

Combat

Combat in Purple Haze is triggered by certain Events. When it is triggered, play moves to the Combat Board.



Combat Board

Each side gets to Activate when the Initiative marker is on their side.



The Initiative marker is on the 1 space on the Marines' side of the track, meaning it is the Marines' turn to Activate.


Combat is resolved differently between the Marines and the Enemy. On the Marines' Activation, you choose an unactivated Marine to take 2 of 5 possible actions, called **Orders**:

- ▶ **Fire** - use a Weapon or Grenade to attack an Enemy
- ▶ **Move** - move to another empty space on the Combat Board
- ▶ **Take Cover** - restore 1 or more Soft Cover up to the maximum allowed
- ▶ **Specialist Skill** - take a special order allowed by the level of Specialization
- ▶ **Idle** - take no action



It is possible to take any combination of Orders, except you cannot take the same Order twice, and you cannot take Fire Order and Specialist Skill Order on the same Activation. Once a Marine has Activated, he typically cannot be activated again for that Combat.

On the Enemy Activation you use a chit-pull mechanic to determine the Enemy's action(s).

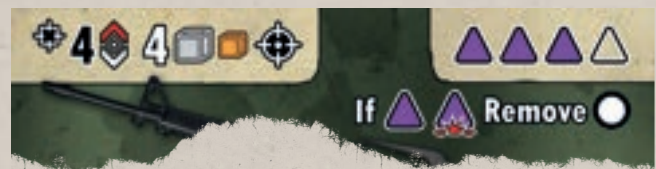
Each time a Marine or Enemy activates it costs their side Initiative. Typically the more impactful the Activation (in terms of potential for damage to the enemy), the greater the Initiative cost.

 – Initiative marker

If you choose to Fire with an activated Marine, you determine the number and type of dice you will roll. The number of Strike and Crit dice will vary by Weapon. Even for the same Weapon it will differ if it has an automatic and single-shot fire mode. The number of Focus dice may increase or decrease from the base of 2 depending on the Range of the Enemy being targeted, and if there are Line of Sight hindrances to that Enemy. Weapons also have Special Effects that may impact on the success of the roll.

  – Range icons

***Example:** The M16 rifle can be shot in automatic or single shot mode. In single shot mode (pictured) it costs 4 Initiative. It generates 4 Strike dice and 1 Crit die. If it is targeting an Enemy between 1 and 3 Range, it generates an extra Focus die for the test, and removes 1 Soft Cover of the targeted Enemy.*



Any hits scored are allocated to the targeted Enemy. Some of these may be absorbed by Hard Cover (depending on the Enemy's location on the Combat Board) or Soft Cover (inherent to each Enemy). Any remaining hits reduce the Enemy's Hit Points. When the Enemy loses its last Hit Point, it is eliminated and removed from the Combat.



Example: This Enemy begins the Combat with 2 Soft Cover and 5 Hit Points.

When the Enemy Activates, you draw a random Enemy Combat marker and resolve it. There may also be other types of Enemy markers called Tactics markers that need to be resolved. The drawn Combat marker will cost the Enemy a certain amount of Initiative, and typically will indicate how many additional Crit and Focus dice are rolled. The number of Strike dice is equal to the number of Enemies remaining in Combat. Special Enemies called Specialists may also be present, and these will have additional impacts, adding more Focus, Strike and Crit dice, and reducing the Enemy Initiative cost.

Example: This Enemy Combat marker moves the Initiative marker 5 spaces to the Marines' side. It tells you to roll – in addition to the additional dice generated by Specialists – 1 more Focus die (on top of the 2 you always roll in Combat), and 1 Crit die, and to add a Tactics marker to the Combat board.



Enemy
Combat
marker

Hits are resolved similar to the Marines, but the faces of the matching dice tell you which Marines (1 to 6) are hit.

Wounds and Conditions

Marines obtain **Damage** – representing physical damage – principally through Combat, but can also get it from Marching and certain Events and Encounters. Each Marine has a specific Damage Threshold. Once that is breached, you draw a random Wound card for the Marine. These can range from a light wound, which

might make certain tests harder, up to instant death. A critical wound will require the Marine to skip a Mission while he recovers in hospital. If a Marine is required to draw a 3rd Wound card on the same Mission, he becomes K.I.A. Wounds and Damage do not last between Missions.

Marines can also obtain mental damage called **Stress**. This comes principally from drawing Wound cards, but also from certain Events and Encounters. Like with Damage, each Marine has a Stress Threshold, which if breached requires them to draw a Condition card. If a Marine is required to draw a 3rd Condition card at any point during the Campaign, he suffers a breakdown and is permanently removed from the Campaign at the end of the Mission. Stress and Conditions remain between Missions.

Example: Marine 'Lenny' Rowing took a sixth Stress marker, breaching his Stress Threshold of 6. He drew a Condition card and placed it under this Profile card. 'Lenny' will now have a Condition for the rest of the Campaign.



Congratulations!

You now know everything you need to know to begin a game of Purple Haze.

Good luck!

CHERRY BOOT CAMP



Welcome to boot camp.

Now I don't pretend this experience is going to be pleasant. On the contrary, I intend quite the opposite. But at the end of it you'll thank me. When you are in the jungle in Vietnam. When Charlie ambushes you. When that mean motherfucker has got you surrounded, and all you want to do is cry out "mommy, mommy", you'll thank me. For I'm going to transform you from a no-good, lily-livered mamma's boy into an unstoppable fighting... *no scratch that...* into an unstoppable killing machine. You'll learn how to navigate that sweaty, stinking, deadly jungle. You'll learn how to follow orders. You'll learn how to overcome every test the enemy throws at you. You'll learn to fight. You'll learn to be the best. Because you are a US Marine. And that's what we do. *Semper fi.*

Lesson 1 – Navigation

The first, the most important, rule of Vietnam. **Follow orders.** The second? **Don't let the jungle screw you.** The jungle is a beast. It will eat you alive and shit you out dead, twice over. The key to avoiding this messy fate is to carefully plot your path from A to B. You need to take into consideration:

- ▶ What you need to achieve
- ▶ The time you have to achieve it
- ▶ The terrain
- ▶ How fatigued your men are
- ▶ The enemy

Look at this example. Bravo One Three Squad needs to get to Landing Zone Yankee from its current location as quickly and efficiently as possible. LZ Yankee is on Hilly Terrain.

What's the best path?



That's right dipshit. As the terrain key shows: despite being the less direct march, path B will only take

02.30H and cost 10SPs, compared to 02.45H and 11SPs for path A.

Now let's throw in some extra information:

→ It's 14:30.

→ You are at 6SPs

→ The Threat level is 3.

→ You have a 'Walking Wounded' Marine. He's slowing you down, by an additional 00:15H per March action.

→ New intel comes in, showing that there is beaucoup enemy activity along path B. If Threat reaches 9, your Squad is likely to get ambushed.



Now what do you do? With that wounded Marine, path A will take an additional 00.45H, meaning you will not

reach the LZ until 18:00. Too late for an Evac. Which means you will need to Night Bivouac until 06:00 the next morning, when an Evac can come rescue your ass. Not what you want in Indian Country. And with your Stamina already low, your Squad will take quite a lot of Damage from such an arduous Forced March.

Maybe you brave it out on path B still, you might get lucky. But Threat will increase to 7 just from marching adjacent to, then in, the EAZ. Chances are with the Threat die rolls on top Threat will get to 9. And yes, those of you that can do basic math will have realized that with that wounded Marine, path B now takes longer than Path A, as it requires more March actions.

So, what do you do?

Yes, you at the back. Oh, you have a better idea, what is it? Create a new Landing Zone on the Hilly Terrain just east of your current location, you say. Why... that's Squad Leader-level thinking. The March will just take 01.00H, and building the LZ just another 00.30H to create. You'll be able to Evac. Outstanding Private. The LT will soon be blowing smoke up your ass like he's your favorite Granny.



Class dismissed.

Lesson 2 - Tests

'Nam will test you. It will test you like you have never been tested before. The key to passing these tests, and getting ahead, rather than losing your head, is to remember what you are good at. Minimize the negatives, maximize the positives.

Example – Squad Leader 'Rabbit' Warnock faces a dilemma. Ahead, on the other side of a lake, a lone figure stands with an AK-47 in his hands. VC. 'Rabbit' could have him shot at range. He could ignore him and move on. Or, like a responsible Marine, he could capture him for intel. He decides on the latter, and thinks about which 2 Marines he will send to do it.

DECISIONS:

<A> Send 2 Marines to capture him for intel on the missing Marines > SEE ACTION BELOW

 Shoot him > SEE ACTION BELOW

<C> Move on → CONTINUE THE MISSION

Perception and Survivability are typically the sort of Traits that come in handy for sneaking up on the enemy like this. 'Rabbit' considers his options. His Infantryman 'Black' Jay Ray is an obvious choice. His Perception is terrible, at a 2. But he has a Survivability of 3 and the option of adding an extra die to Survivability tests once per Mission with his Infantryman TOUGHNESS skill. And he has the ALL IN ability, which allows him to add an extra die to Survivability tests at the cost of 1 Damage. He does not back down that guy. He has to go.



Now to balance this with someone with good Perception. He would normally send his Scout and Point Man 'Teddy' Barrera. But 'Teddy' triggered a booby trap earlier in the Mission and is now carrying a Wound that gives him -1 die for Perception tests. Worse, he's already used his Scout OBSERVATION skill that grants him 1 extra die on Perception tests once per Mission.



Another option is 'Noodle' Pozzi. He has a 4 for Perception and 3 for Survivability, and his LOUDMOUTH ability allows him to reroll any Trait test once per Mission. Very handy, though at the cost of 1 extra Threat. He really is a fucking loud mouth. Never get in a game of poker with him.



While 'Noodle' may seem an obvious choice, the issue is that he's the Squad's Radio Operator. If he takes

A First activate your Squad Leader (1). Use his POSITIONING skill to move the Scout (4) and the Corpsman (6) into the same column he is in.

B POSITIONING is a passive ability so the Squad Leader still has 2 Orders to take. The first is to Fire the Smoke Grenade. The second is an Idle. Why? Smoke Grenades use 3 Initiative. If he does any other action the Enemy will get to Activate. This way you still have the Initiative. The Smoke marker will flip to its weaker side on this new Marine Activation, but it will still provide 1 Hard Cover to all the Marines in the column on the forthcoming Enemy Activation.

Taking advantage of this second Activation, it's time to bring that firepower to bear. Activate the Radio Operator. For his first Order you can move him into Hard Cover - remember you are in damage limitation mode here. For the second Order, use his ARTILLERY skill to target the second Enemy row - that's the row with the most Enemies that you want to take out. With a bit of luck an Artillery strike will Damage your Enemies sufficiently that you will be able to finish them off on your next Activation with your Pigman or the M79.

C Alternatively, if your Radio Operator has already used his ARTILLERY skill this Mission, you could swap your Radio Operator and Scout around at set up, and Activate your Scout instead to move to Hard Cover then try to take out one of the Enemy Specialists. The Enemy will activate next, but all your men are either in Hard Cover or behind smoke, and 2 of the 6 have already Activated, meaning you are in a good situation in terms of keeping Damage down. From there, you may want to use your Pigman and/or M79 to try to take out the 2 neighboring Enemies in the front row. Or just keep your head very down, taking Orders with a very low Initiative cost, and weather the storm.



Now let's consider situation B. Your Marines are feeling mean. Your goal? Take out the enemy as quickly as possible. To do so, consider this set up **A**.

B As a first Activation, use your Radio Operator to call in the Artillery. It will mean you lose the Initiative, but, early in the Combat, your men should be able to absorb most of the damage they receive with their Soft Cover. Let's assume when the Artillery arrives it does some significant damage, but not enough to kill the RPD. In that case, with your second Activation, move the Scout into Hard Cover and use him to finish the RPD off with an Aimed Shot. Using Aimed Shot allows you to avoid the LoS penalty from the Enemy in the first row.

C Then you can Activate your Infantryman to target the Enemy Sniper in front of him. There is no LoS penalty, and at this distance he can use the Spread Effect of the M60 to also apply hits to one or both neighboring wounded Enemies, opening the opportunity of multiple kills in a single Activation. To boost his chances, it's worth using the Machine Gun Attachment. It costs a bit more Initiative, but getting 2 additional Crit dice could mean getting a lot of hits.

By this time, the Enemy's ability to inflict Damage will be curtailed, and you can look to finish them off.

Right, lessons learned? Good. Now get out there and start doing your part to keep the world free and America safe! Oh, and one final piece of advice. Don't get caught out in the jungle, or any part of the Nam, at night time. You can't see shit, and Charlie loves the night time. *Dismissed.*



BACKGROUND RESOURCES

This section contains additional information about the role and experience of the United States Marine Corp in Vietnam. **Part 1** provides a short overview of the USMC squad in action. **Part 2** provides additional resources if you want to learn more, and a link to a Spotify playlist we had curated for the game.

1. The USMC squad in action

BASIC UNIT COMPOSITION

While *Purple Haze* depicts a single US Marine Corps (USMC) squad tasked with counter-insurgency patrols and missions, those were typically conducted by larger, platoon-sized units. A standard USMC platoon was commanded by a lieutenant and had a few specialists such as a Corpsman, radio operator (RTO), and mortar forward observer attached. It consisted of three rifle squads, 14 men each, including a squad leader (a sergeant or a corporal), a grenadier carrying an M79 grenade launcher, and three fire teams armed with rifles (mostly M16s though it was still possible to see some M14s in 1967). Teams operating M60 machine guns were officially detached from the company weapons section to add to the unit's firepower, though as the war progressed more and more platoons and squads got a hold of and used their own 'unofficial' M60s.

PATROL

When it was time to go on patrol, the tactical organization was modified according to the mission, and specific needs, especially if the patrol was squad-sized. Any unit sent on patrol had to have a radio operator who served as a link to the company HQ, made situation reports, and could request fire support. It also wasn't infrequent to include a corpsman; snipers or combat engineers, however, were a much less common sight on patrols.

There's no question that patrols were a quintessential part of counter-insurgency efforts in Vietnam and were

usually focused on reconnaissance – finding the enemy, then eliminating them before they inevitably withdrew or dispersed into the countryside. USMC units spent a few hours, sometimes a day or two, in the field. That was especially true when the mission involved dealing with the Viet Cong guerillas and infiltrators.

Going on patrol required men to take on additional, critical roles. First, there was the patrol leader, positioned near the head of the formation (a single-file column), but not at the very point – that place belonged to arguably the second most important man in the unit, the point man. His job, in general terms, was to look out for trouble, signs of the enemy, and booby traps. Supporting him were two or three other men directly behind him, including a navigator whose primary task was to know the squad's location on the map at any point during patrol. At the rear of the formation, keeping it in order, was the assistant patrol leader. If the primary patrol leader was knocked out of the fight, he would take command of the unit.

TERRAIN, MOVEMENT, AND EQUIPMENT

Dense brush, high elephant grass, bamboo thickets, jungle-covered heights, and rice paddies, flooded or otherwise – the terrain in Vietnam, especially in areas where the USMC operated, was tough. Moving through it was often painfully slow, and required plenty of stamina, and extreme caution. Using roads and trails, or moving in the open, was a risky proposition, as it invited being ambushed or fired upon from well-hidden positions. The trails could be – and often were – mined or booby-trapped. At the very least they were under the enemy's watchful eye, allowing them to quickly extricate themselves from the area. Even when moving through the brush, it was quite difficult to cover one's tracks, making it easy for the enemy to track a Marine unit, provided they discovered the signs of its passing quickly enough.

Coupled with the harsh tropical climate, lack of sleep, and a constant state of alertness and focus, patrolling took a heavy toll on Marines. To make matters worse, riflemen had to wear helmets and often flak jackets, carry water and rations, carry various weapons and ammo, plus whatever additional gear they considered essential. This included entrenching tools, first aid kits, toilet paper, spare socks, ponchos, flashlights, and extra batteries for the radio. All this was typically stored inside a lightweight backpack or rucksack with an aluminum frame. Sometimes smaller items, including insect repellents, weapon lubricating oils, spoons, M16 magazines, or packs of cigarettes, were carried under the helmet stretch bands.

COMBAT AND TACTICS

When engaged to the front (due to an enemy ambush, or as a result of unexpectedly encountering enemy forces), Marine squads tried to quickly deploy from a single-file marching column to a line formation to maximize firepower. Combat typically began with the point man and the men directly behind him opening fire on full automatic, and throwing frag grenades. The grenadier and the M60 machine gun operator would then join the fray by deploying on flanks to suppress and fix the enemy and achieve fire superiority.

If a Marine squad had an advantage in numbers, it could try to envelop the enemy with one fire team, or assault in short, alternating bounds. In that situation, one fire team would move, covered by other teams, then stop and provide cover for another fire team rushing forward. Once combat began, Marines usually attempted to destroy the enemy with superior American fire support provided by 105mm and 155mm artillery, attack helicopters (gunships), and aircraft such as F-4 Phantoms equipped with standard bombs or napalm. Typical firefights were fierce but ended within the first few minutes as the enemy knew all too well how quickly the Americans could bring their fire support assets to bear.

2. Additional resources

BOOKS

The design team used a wide variety of resources for background information and inspiration for the game. This included films, podcasts, TV series, magazines, websites, YouTube videos, and more. However, the main sources were books. Here is a list of the ones we used:

- ▶ *A Bright Shining Lie: John Paul Vann and America in Vietnam* - Neil Sheehan (1988)
- ▶ *Chickenhawk* - Robert Mason (1983)
- ▶ *Fields of Fire* - James Webb (1978)
- ▶ *Killer Kane: A Marine Long-Range Recon Team Leader in Vietnam, 1967-1968* - Andrew R. Finlayson (2013)
- ▶ *Matterhorn* - Karl Marlantes (2009)
- ▶ *Page After Page* - Tim Page (1988)
- ▶ *Rice Paddy Recon: A Marine Officer's Second Tour in Vietnam, 1968-1970* - Andrew R. Finlayson (2014)
- ▶ *Stingray* - Bruce H. Norton (2000)
- ▶ *The Sorrow of War* - Bao Ninh (1991)
- ▶ *The Tunnels of Cu Chi* - Tom Mangold & John Penycate (1985)
- ▶ *The US Marine Corps in the Vietnam War: III Marine Amphibious Force 1965-75* - Ed Gilbert (2006)
- ▶ *Tunnel Rat in Vietnam* - Gordon L. Rottman, Brian Delf (2012)
- ▶ *Vietnam: An Epic Tragedy, 1945-1975* - Max Hastings (2019)
- ▶ *Vietnam Infantry Tactics* - Gordon L. Rottman, Peter Dennis (2011)
- ▶ *Vietnam War Booby Traps* - Gordon L. Rottman, Alan Gilliland (2010)

► *War in the Shallows: US Navy coastal and riverine warfare in Vietnam 1965-1968* – John Darrell Sherwood (2015)

PURPLE HAZE PODCAST

We strongly recommend that you listen to a 60 minute podcast interview with **Dr Edward Villard**. Dr Villard is a Vietnam War specialist at the U.S. Army Center of Military History. In this podcast he talks in detail with Purple Haze Lead Developer James Buckley about the experience of the Marines in Vietnam. **If you don't have time for anything else, listen to this:**



<https://phalanx.co.uk/radio-phalanx-01-purple-haze-dr-erik-villard/>

PURPLE HAZE PLAYLIST

The Vietnam War is today synonymous to many in the West with a cultural zeitgeist that made it more than just 'another overseas war'. Central to this is a musical landscape that – thanks to the soundtracks of films like *Platoon* and *Apocalypse Now* – is now indelibly linked to the war. Indeed, the name of the game is taken from a Jimi Hendrix song released in 1967.

But that's not where the link stops. We want Purple Haze to be as immersive as possible and we found during development that playing the game with a Vietnam War soundtrack can really help with this. To that end

we commissioned Spotify* playlist curator **P45** – aka Philip Gailey – to put together a playlist for the game. Most of the songs were written before January 1968, so would have been what your squad of Marines were listening to. The songs are mainly of Western origin, but there's some South Vietnamese rock in there too, some of it quite excellent. Undoubtedly the Marines would have been exposed to it.

At 3 and quarter hours long it will cover the length of a Mission, or provide a great soundtrack for a long car or train journey, or any other Vietnam War game you might be playing. Enjoy!



<https://open.spotify.com/playlist/6KeKFJPf68IUeTyVs8EqLm?si=es82evzESquZJd1DMBxR4g&nd=1>

**Apologies that it's only available for the moment on Spotify. If there's demand we can try and put it on other mediums too.*

VIETNAM WAR HISTORY FOUNDATION

This is a non-profit organization established to gather documents, photos, and maps at the National Archives on behalf of veterans and their families. Its Facebook page has over 30,000 members (mainly veterans), and is an invaluable resource of both record-keeping and discussion from those directly involved in the conflict.

<https://vietnamwarhistory.org/>



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