





PURPLE HAZE – ICONOGRAPHY


GENERAL


 Marine


 Enemy


 Combat


 Experience point


 Boon point


 Damage


 Stress

 Wound


 Condition


 Select X random Marines


 Flip card / marker


 Discard


MAP & TERRAIN


 Urban


 Paddy


 Jungle


 Hilly


 Mountainous


 Squad's position marker


 Convoy's position marker


 Base marker

 Event marker


 Enemy Activity Zone marker


 Landing Zone marker


 Forbidden area marker


 Reminder marker


TRACKS


 Time


 Stamina


 Threat

 Initiative


 Move Initiative towards Enemy side


 Move Initiative towards Marine side


 Walking wounded / escorting POW penalty marker


 Litter penalty / K.I.A. marker


MARINES & SPECIALIZATIONS


 Damage Threshold


 Stress Threshold


 Survivability


 Willpower


 Charisma


 Intelligence


 Perception


 First Aid

 Soft Cover

 Hard Cover


 On Marine - Load capacity
On Weapon - Load cost


 Point Man marker

 Marine ID marker


COMBAT & WEAPONS


 Marine Activation marker


 Enemy Combat marker


 Enemy Fighter marker


 Enemy Specialist markers


 Enemy Tactics marker


 Hard Cover marker


 Soft Cover marker


 Weapons test


 (On Enemy Combat marker) add an Enemy Tactics marker to the track


 (On Enemy Combat marker) move Enemy markers to empty Spaces with Hard Cover


 Weapon may not use Aimed Shot in this Fire Mode


 Aimed Shot allowed


 Burst effect at this Range


 Smoke effects

 Air strike



 Automatic fire ammo


 M2 flamethrower ammo

 Machine gun ammo


 M72 grenade launcher ammo


 Range (  e.g. 2 rows away from firing Marine)

  Add or subtract 1 Focus die if targeting Enemy in this row

 No change

INJURIES & CONDITIONS

 Hospitalization (miss next Mission)


 K.I.A. Marine

ENEMY MARKERS GUIDE


ENEMY COMBAT MARKERS

The following have specific impacts in addition to the standard information on Initiative cost and dice to be used for the Combat test.



 Move any Enemy marker in a space without Hard Cover to an empty space with Hard Cover. If multiple options move a Specialist Enemy first, then a Fighter with the fewest Hit Points remaining.



 Add a randomly drawn Enemy Tactics marker to the Tactics track.



Do both of the above. The Enemy do not attack this Activation.

SPECIALISTS MARKERS



Elite – Until this Enemy is eliminated, each Enemy Activation rolls 1 additional Strike die.



Leader – Until this Enemy is eliminated, each Enemy Activation costs 1 Initiative less (to a minimum of 3).




RPD – Until this Enemy is eliminated, each Enemy Activation rolls 1 additional Focus die.



Sniper – Until this Enemy is eliminated, each Enemy Activation rolls 1 additional Crit die.

ENEMY TACTICS MARKERS

Note that the effect of the Specialist Enemy markers (Sniper, Elite, RPD) do not apply when resolving hits from Enemy Tactics markers. Nighttime penalties apply to Tactics markers (-1 ).



AimShoot – Select a random Marine. Roll 2 Focus, 4 Strike and 1 Crit dice. Each match is a hit against that selected Marine.



Artillery – Resolve a standard Enemy attack using 2 Focus, 10 Strike and 2 Crit. Remove 3 Soft Cover on each Marine hit. (Note: Do not include this marker in the Enemy Tactics draw pool, it is only added by certain Events.)



Fubar – No effect except this Activation costs the Enemy +1 Initiative.



Flanking – Enemy hits ignore all Marines' Hard Cover for this Enemy Activation only.



Grenades – Resolve a standard Enemy attack using 2 Focus, 6 Strike and 2 Crit dice. Remove 1 Soft Cover on each Marine hit.



Mortar – Resolve a standard Enemy attack using 2 Focus, 8 Strike and 2 Crit dice. Remove 2 Soft Cover on each Marine hit.



Regroup – Move the Initiative marker 1D6 spaces away from the Marine's side. Apply immediately.



Support +1 – Draw an Enemy Fighter marker from the unused pile, add it to the Combat Board, on the backmost row with an available space (place in Hard Cover if available, otherwise place randomly).

SQUAD ACTIONS

THE ACTION ROUND (p.21)

The steps of the Action Round are repeated until the end of the Mission.

- I. **SQUAD ACTION:** Change your Point Man if desired, then March, Bivouac or Evac.
- II. **TIME:** Update the Time track depending on the Squad Action.
- III. **STAMINA:** Update the Stamina track depending on the Squad Action.
- IV. **THREAT:** Roll the Threat die depending on the Squad Action. Update the Threat Level if required.






EVENTS & ENCOUNTERS:

If the outcome of a March is to trigger an Event, refer to the relevant part of the Mission Booklet.

Otherwise, if the result of the Threat die is a yellow or red face, reveal and resolve the top Encounter card.

TAKING TESTS (p.18)

All Marine tests work the same way. They require you to roll (all at the same time):

- A. **Purple 'Focus' dice** ()
 - Roll 3*  for **Trait** tests
 - Roll 2*  for **Combat** tests (though # may vary depending on Terrain/Range/Marine's Specialist Skill) (*-1 if it's Nighttime)
- B. **Gray 'Strike' dice** ()
 - # determined by Marine's Trait / Weapon
- C. **Gold 'Crit' dice** ()
 - # determined by Weapon (not always used in a test)

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

- ▶ The number of matches to the Focus dice you get with your Strike and Crit dice.
- ▶ The number of matches you get with Strike and Crit dice that don't match the Focus dice.








Matches with Critical dice are always worth '2' success. All other matches are worth '1'. Crit dice that match other Crit dice, but no Focus or Strike dice, are discarded.

ADDING / REMOVING THREAT

WHEN TO ADD / REMOVE THREAT

IN ALL CASES

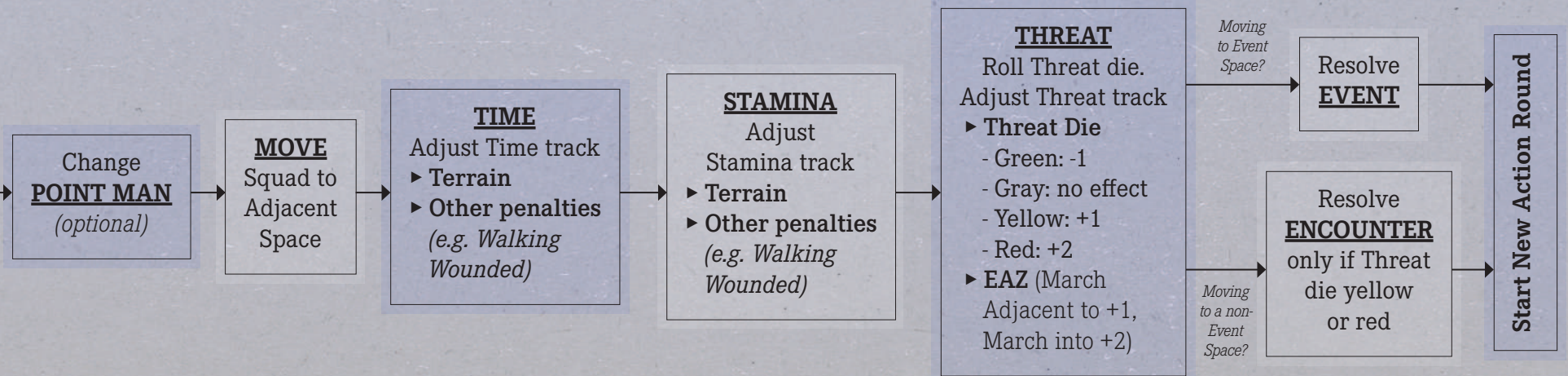
IF IN / ADJACENT TO EAZ (additional)

WHEN TO ADD / REMOVE THREAT	IN ALL CASES	IF IN / ADJACENT TO EAZ (additional)
Marching	-1  / +1  / +2 	+2 / +1
During Bivouac (every time Minute marker enters :00 on Time track)	-1  / +1  / +2 	+2 / +1
At start of Night Bivouac (only occurs once)	Roll 2x  Apply both results	+2 / +1
At end of Evac (only occurs once)	Same as Night Bivouac	+2 / +1
At end of a Combat	Reduce Threat to 1	Not Applicable
As directed by Event or Encounter	Event or Encounter will specify	Not Applicable

SQUAD ACTIONS

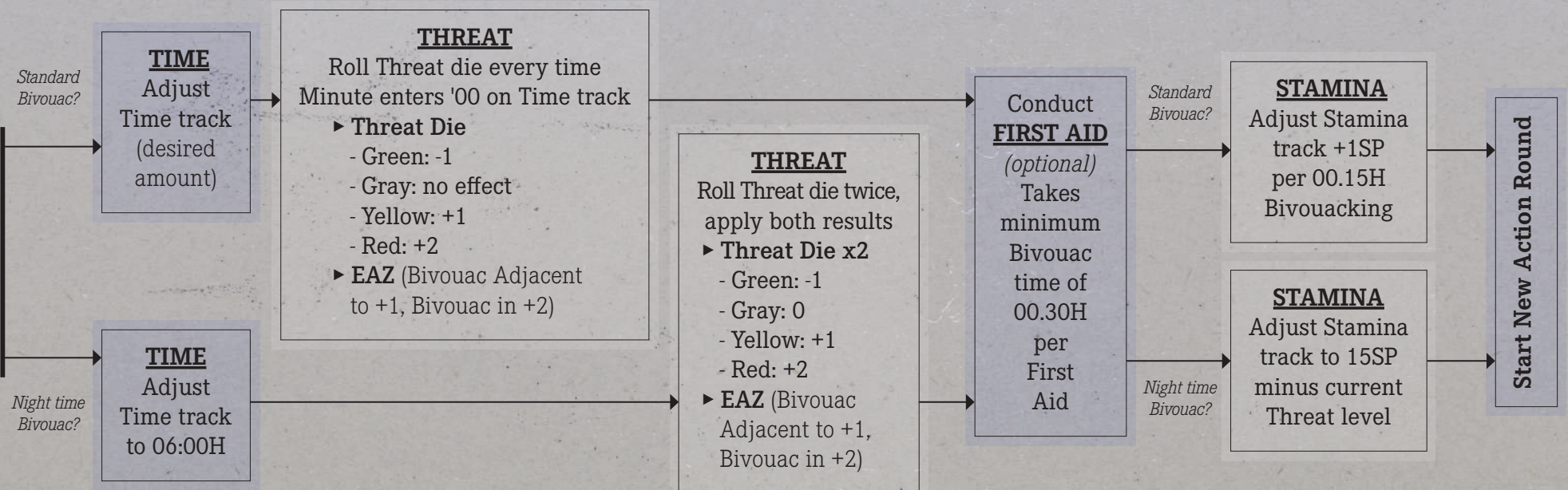
MARCH

(p.23)



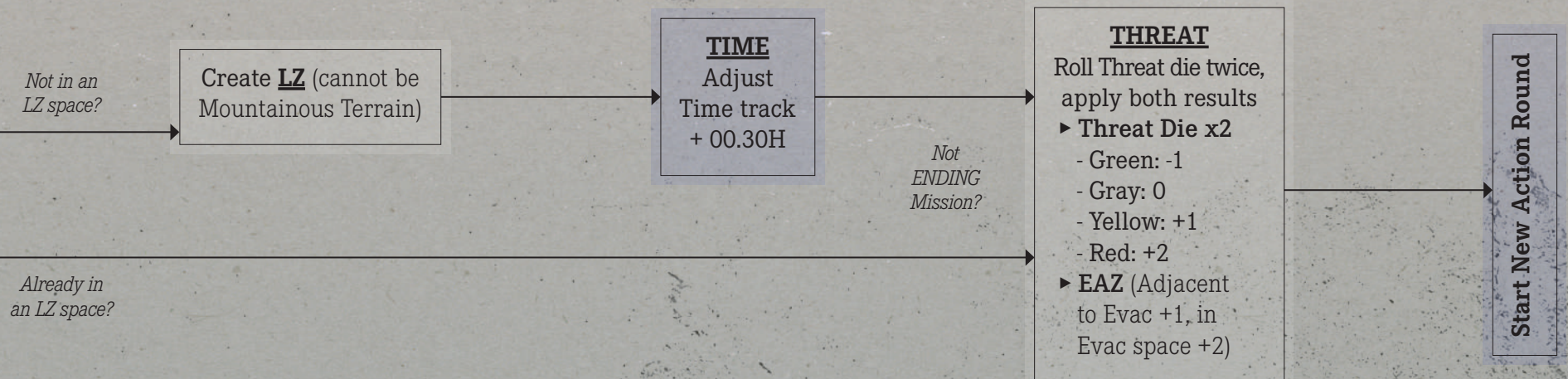
BIVOUCAC

(p.24)



EVAC

(p.25)



COMBAT RESOLUTION

COMBAT RESOLUTION (p.31)

Combat occurs through the following steps:

I. Claymore Mine resolution

II. Initiative determination

III. Actions:

If Marines have the Initiative:

- ▶ Activation and resolve Orders
- ▶ Move Initiative marker
- ▶ Flip Activation marker

If Enemy has the Initiative:

- ▶ Apply Enemy Tactics marker
- ▶ Draw and resolve Enemy Combat marker
- ▶ Move Initiative marker

IV. Check for end of Combat: if not Repeat from step II until end of Combat

V. End of Combat: Reduce Threat, gain Experience and draw Boon card(s)

VI. Continue the Mission

COMBAT DICE CALCULATION (p.18)

= 1 = 2

Critical → Remove all , Ignore

= 1	→ = 6 (Critical)
= 2	→ = 2
= 2	→ = 4
→ = 1	→ = 6
→ = 2	→ = 4
→ = 3	→ = 8 (Critical)
→ = 3	→ = 12 (Critical)
→ = 2	→ = 8
→ = 4 (Critical)	→ = 10 (Critical)

ORDERS (p.32)

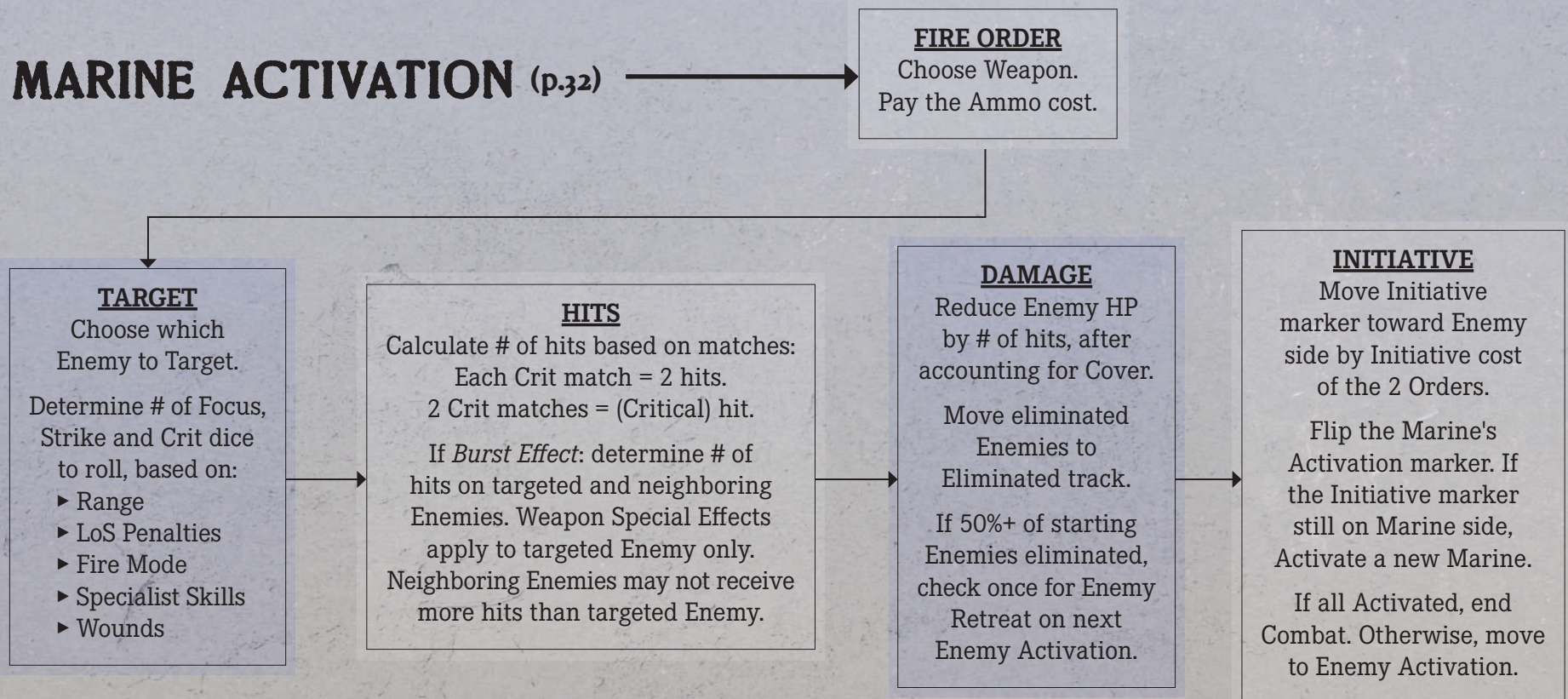
(take 2, cannot be the same)

ORDER	Fire	Specialist Skill	Move	Take Cover	Idle
EFFECT	Resolve a with the Weapon or Gear (e.g. Grenade) that the Marine will use.	Resolve Specialist Skill as set out on the Marine's Specialization card.	Move the Marine to an empty space on the Marine's Combat Board. The Marine can pass through spaces occupied by other Marines, but must end on an empty space.	Recover Soft Cover up to the maximum allowed by the Marine's Specialization (<i>can be less</i>).	No effect.
CAN BE COMBINED WITH	<ul style="list-style-type: none"> ▶ Move ▶ Take Cover ▶ Idle 	<ul style="list-style-type: none"> ▶ Move ▶ Take Cover ▶ Idle 	<ul style="list-style-type: none"> ▶ Fire ▶ Specialist Skill ▶ Take Cover ▶ Idle 	<ul style="list-style-type: none"> ▶ Fire ▶ Specialist Skill ▶ Move ▶ Idle 	<ul style="list-style-type: none"> ▶ Fire ▶ Specialist Skill ▶ Move ▶ Take Cover
INITIATIVE COST*	Variable based on Weapon / Gear used.	Variable based on Skill used.	1 per space entered.	2 for first Cover added, 1 for any others added.	0

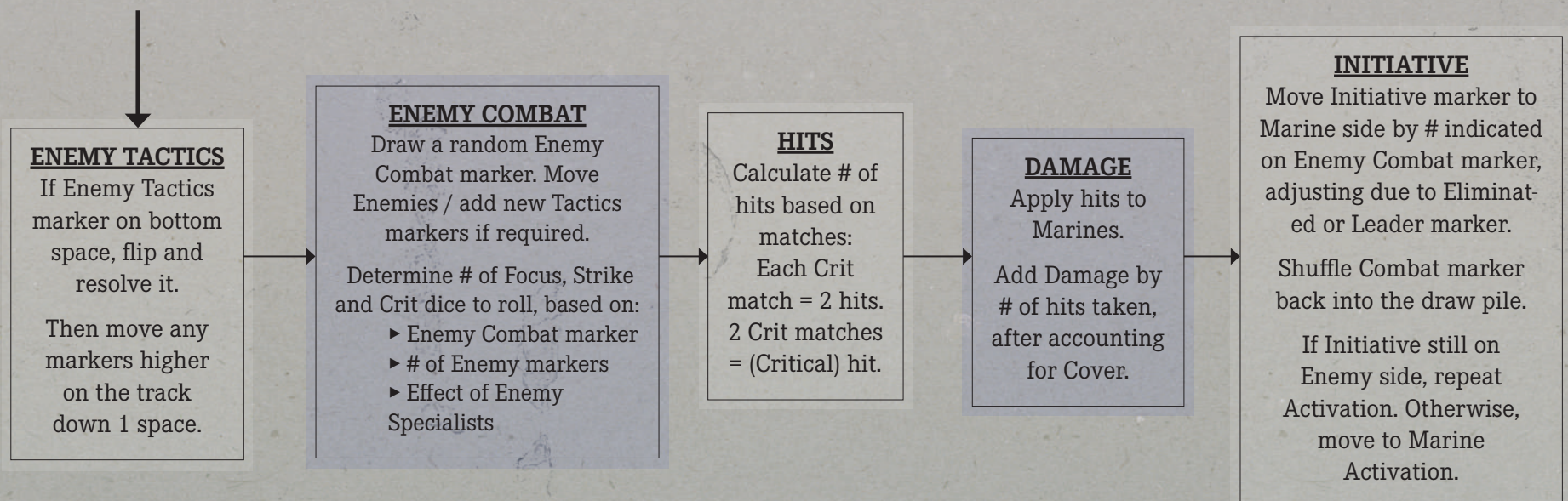
*Note: The Initiative cost of the 2 Orders taken is combined. The minimum Initiative cost for a Marine / Enemy Activation is always 3.

COMBAT RESOLUTION

MARINE ACTIVATION (p.32)



ENEMY ACTIVATION (p.41)



END OF MISSION

END OF MISSION (p.49)

At the end of each Mission, take the actions below:

- I. Read and apply End of Mission text.
- II. Remove all Damage from your Marines.
- III. Remove all Wound cards and cubes from your Marines.
- IV. Each Marine with a Critical Wound is Hospitalized. He skips the next Mission.
- V. Exchange unused Boon cards for Boon points.
- VI. Award Experience for Objectives met & Wound cards.
- VII. Upgrade your Marines if possible.
- VIII. Resolve R&R.
- IX. Update your Mission Logbook noting all of the above.

BOON CARD (p.50)

A Boon card is drawn in the following situations:

SOURCE	AMOUNT
Eliminating over half the starting Enemy in a Combat	+1
Eliminating all Enemies in a Combat	+1 (additive to the row above)
Certain Encounters and Events	Variable
Certain R&R activities	Variable

EXPERIENCE (p.49)

Experience is used to level up your Marines' Specialization.


Level 1 → 2 = 10 | Level 2 → 3 = 15 | Level 3 → 4 = 20

Experience is gained from:

SOURCE	AMOUNT	WHO RECEIVES
Completing Primary and Secondary Mission objectives	Variable	Each member of Squad
Failing a Mission	+2	Each member of Squad
Eliminating over half the starting Enemy in a Combat	+1	Each member of Squad
Eliminating all Enemies in a Combat	+1 (additive to the row above)	Each member of Squad
Passing a DIFF3+ Trait test	+1	Marine taking the test
Taking another Marine's ID marker	+1	Marine taking the ID marker
Certain Encounters and Events	Variable	Variable
Severe & Critical Wound cards	+1 / +2	Marine with the Wound card



R&R PHASE – BASE



ROLL 1D6







+1 DRM for every 2  you spend before the roll

BASE (p.49)





1-2
SHIT
HAPPENS
(roll 1D6)




- 1-2 *"What was in that goddamn chow they gave us?"* You spend your entire R&R sweating in a cot, sick, and running to and from the latrine.
 4 different Marines begin the next Mission with 1  each.


- 3-4 *"You just had to talk shit when he was passing us by, did you?"* You get shit-burning duty for offending your LT.
 2 Marines suffer 1  each.

- 5-6 *"Say that again and I'm gonna smash your face!"* A fistfight breaks out between two of your Marines.
 2 Marines. Each rolls 4  and applies any dice with numbers matching the ID number of the other Marine as  to the other Marine. If one of them suffers less  than the other, he can discard 1 . The Marines begin the next Mission with any  received from the fight.

3-5
SCORE
(roll 1D6)




- 1-2 *"Remember how we took LT's jeep on a joyride? That was fun... Okay, maybe not for you."* One of your Marines gets caught after the joyride.
 Marine suffers 2 .  3 other Marines discard 1  each.







- 3-4 *"I told you I won the state championship in darts, I can shoot straight even when I'm drunk!"* You get into a drunken darts tournament and win.
 Marine discards 1  and receives 1  card (draw until you have a card corresponding to his Specialization). He begins the next Mission with this card.


- 5-6 *"They may take your lives, but they will never take your freedom!"* You listen to a 'morale-boosting' speech from the Colonel and even the more cynical among you are somewhat impressed.
All Marines discard 1  each.

6+
SOMETHING
TO WRITE
HOME ABOUT
(roll 1D6)

- 1-2 *"Where did you get that stuff? You're the man, Sarge!"* You manage to 'acquire' some extra beer and ice cream from the roach coach.


 3 Marines with  discard 1  each.

- 3-4 *"Whoa, man, this shit is strooong...!"* You get ahold of some weed and chill out in your bunker.
 3 Marines with  discard 1  each. Then  1 other Marine discards 2  if possible, and begins the next Mission with 1 .

- 5-6 *"We blew off some steam on the field, it was one of the good days."* You engage in a friendly game of baseball with Bravo One One and relax afterwards.
All Marines discard 1  each.


R&R PHASE – TOWN

ROLL 1D6

+1 DRM for every 2  you spend before the roll

TOWN (p.49)



1-2
SHIT
HAPPENS
(roll 1D6)



1-2 *"Hey, don't blame me, that rickshaw looked sturdy."* You overload a rickshaw, the axle breaks and two of your Marines are thrown off their seats.
X 2 Marines begin the next Mission with 1  each.





3-4 *"Fucking monsoon, it just had to wash out that bridge."* Heavy rains make the road to town impassable and you have to spend your R&R in Base.
Roll for R&R again, but for Base and without any modifiers.

5-6 *"I told you he ain't no waiter, you dumb idiot."* You offend some local Vietnamese bigshot and get 'escorted' out of town.
No effect.





3-5
VICE
(roll 1D6)



1-2 *"I've never seen so much cheap booze in my life, that rice shit is strong, trust me!"* You find a small Vietnamese bar for local peasants and get drunk on some cheap rice liquor.
X 3 Marines begin the next Mission with 1  each, but discard 1  each if possible.




3-4 *"I'll see your ten and raise you fifteen. You playin' or what?"* You find a murky and probably illegal gambling den. Add up all the  the Squad has. Roll 1D6. On 1-2 you lose it all. On 3-4 you break even (no effect), on 5-6 the Squad Leader receives double the amount of  the Squad has.

5-6 *"Don't you ever say you didn't have no fun in Nam..."* You go to a local brothel.
X 3 Marines with  discard 1  each. If you spend 1 , all Marines discard 1  instead.

6+
SOMETHING
TO WRITE
HOME ABOUT
(roll 1D6)


1-2 *"You see this pretty face here? Yeah, it's gonna be in Time magazine!"* You get friendly with a photographer, who takes a photo of you for a Time magazine article.
X Marine discards 2 , if possible, and receives 1  card (draw until you have a card corresponding to his Specialization). **X** 3 Marines with  discard 1  each.

3-4 *"That's a nice piece, man! Ha, didn't know you Aussies used the grease gun."* You win an arm-wrestling competition against some Australian tankers in a bar.
You receive the M3 submachine gun. Any Marine can equip it. X 1 Marine with  discards 1 .
Re-roll on 'Something to write home about' if you already have the M3 submachine gun.

5-6 *"They don't call R&R romeo-romeo for no reason, am I right?"* You meet some off-duty nurses from The World and have a great evening.
X 3 Marines with  discard 2  each. All other Marines discard 1  each.

R&R PHASE — DA NANG


ROLL 1D6

+1 DRM for every 2  you spend before the roll

DA NANG (p.49)

1-2
SHIT
HAPPENS
(roll 1D6)




1-2 *"You're lucky, you just lost some play money, I lost my fucking camera!"* A gang of thieves on motorcycles mugs you on a busy street.

Discard 1  point, if possible.

3-4 *"Where the hell are we? I swear this was the right way!"* You get lost in the city and waste precious time trying to find your way back.



No effect.

5-6 *"You wanna get a piece of me, huh? Bring it on!"* You get into a fight with some drunk Ruff-Puffs on leave and win.

 3 Marines start the next Mission with 1  each but discard 2 , if possible.

3-5
BRIGHT
LIGHTS
(roll 1D6)




1-2 *"Now, that's what you call a good pencil talk deal!"* You go to the local market to sell some 'souvenirs', do some haggling, and get a great price.

 2 Marines receive 1  card each that they begin the next Mission with (draw until you have cards corresponding to their Specializations).

3-4 *"Da Nang sure looks pretty this time of year."* You go on a stroll and see the sights.


All Marines discard 1  each.

5-6 *"Look at these chicks! Whoa, it ain't Miami, but it beats the Indian Country any day of the week."* You go to China Beach, famous for its beauty and smooth sand.




 4 Marines discard 2  each. The other 2 Marines discard 1  each.

6+
SOMETHING
TO WRITE
HOME ABOUT
(roll 1D6)


1-2 *"You're fucking with me, Bob Hope's in town? Let's go!"* You go to a USO show with Bob Hope as the main star.

All Marines discard 2  each.

3-4 *"I can't believe that! Playmate of the Month gave me a kiss! I'm in heaven!"* You go to a show with three Playboy Playmates as the main attraction.

1 Marine of your choice can discard 1  cube if he has at least 2, or discard all  instead. All other Marines discard 2  each.

5-6 *"I'll never forget the House of the Rising Sun, the girls there... Just don't tell my girlfriend about it, ok?"* You find a high-end establishment set up specifically for Marines.

All Marines discard 3  each.