

PURPLE HAZE

Rulebook



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Rulebook

Purple Haze is an immersive story-creation game that drops you into the heart of darkness: Vietnam, 1967.

Over a campaign of nine Missions you lead a squad of United States Marines through the dense jungles, flooded rice paddies, and straw-thatched villages of Vietnam. Gut-wrenching choices will determine the fate of you and your mission, and show if you have what it takes to survive.

It is in part a story-creation game, in part a tactical combat game, and in part a campaign game. Your decisions determine the story. Your tactics decide the outcome of life and death firefights. Your men will suffer. Some won't make it home. Those that do will get wiser, tougher. The goal: **Complete the mission, and get out alive.**

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The subject matter covered in the game is inspired by the real life experiences of Marines during the Vietnam War, but the stories, personalities and events are fictional. While this is a game, we hope that it captures in some small way the horror, suffering, camaraderie and intensity of the conflict for those Marines that took part in it. We do not treat the subject matter lightly, and trust that you as players will not either.

Though the game is squarely US-centric, it is important to remember that the losses and suffering of US and 'Free World' allied forces during the war pales in comparison to those of the people of Vietnam.

If you wish to find out more about the real-life experiences of the Vietnam War, from both sides of the conflict, we recommend using the resources of the Vietnam War History Foundation*, a non-profit company established to gather and archive documents, photos and maps on behalf of veterans and their families, from both sides. See the Background Resources section of the *Marine's Handbook* for the relevant links.



*1% of the income generated from the crowdfunding for Purple Haze was donated by PHALANX to the Foundation in recognition of the work it does.



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COMPONENTS

MAPS AND BOARDS



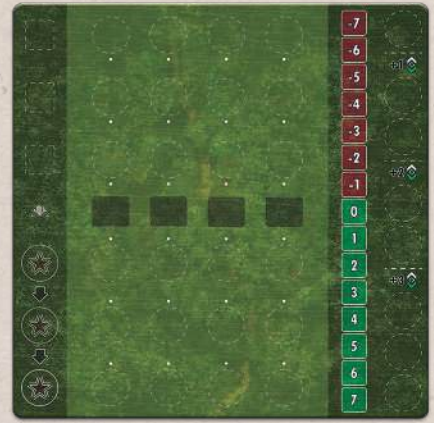
Double-sided Game Board – Map of Northern and Southern Area of Operation



Game Board – Map of Quang Long City



Tracker Board



Double-sided Combat Board

COMBAT MARKERS



12x double-sided Marine Activation markers



11x Combat markers



19x Enemy markers (12 Fighters, 7 Specialists)



8x Tactics markers



1x Tank marker



5x Sapper markers



50x Soft Cover markers



5x double-sided Hidden Enemies reminders



1x Initiative marker



2x double-sided Smoke markers



2x double-sided Art/Air strike markers



4x No Aimed Shot markers



14x Hard Cover markers

FUNCTIONAL MARKERS



1x Squad / Convoy marker



1x Base marker



8x double-sided Event markers



1x Special Event marker



6x Landing Zone markers (1x X-Ray, 1x Yankee, 4x LZ)



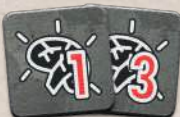
4x EAZ markers



1x Point Man marker



4x Reminder/Forbidden markers



24x double-sided Stress (1/3) markers



24x double-sided Damage (1/3) markers



12x double-sided Boon (1/3) markers



18x double-sided Experience (12x 1/3 and 6x 5/10) markers



6x ID markers



1x Time (min) marker



1x Time (hours) marker



1x Threat marker



1x Stamina marker



2x double-sided Walking wounded/POW markers



2x double-sided Littered/K.I.A. markers



24x red wooden cubes

DICE



2x Threat dice



12x Strike (gray) dice



6x Focus (purple) dice



4x Crit (gold) dice



12x Hit Point (red) dice

GEAR_MARKERS



6x Flak Jacket



1x Radio Set



4x M2 flamethrower
ammo (double-sided)



2x (double-sided) First Aid Kit



6x Extra Rations



6x Automatic
fire ammo
(double-sided)



4x M72 grenade
launcher ammo
(double-sided)



4x Machine gun ammo
(double-sided)



4x Smoke Grenade
(double-sided)



4x Frag Grenade
(double-sided)



1x Machine Gun
Attachment

CARDS



1x Claymore Mine card



15x Weapon cards



18x Boon cards



12x Wound cards



5x Lucky Charm cards



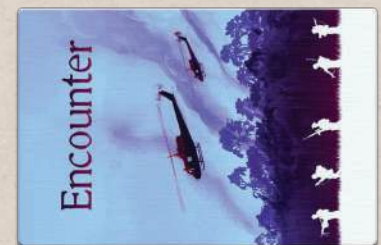
12x Condition cards



30x Marine Profile cards



12x double-sided Specialization cards
and 1x Fire Support card



45x Encounter cards



1x Gamefound
Exclusive Squad
marker

+ 1x Rulebook, 1x Marine's Handbook, 9x Mission Booklets,
1x Logbook, 5x Player Aids, 1x LoS ruler, 15x Zipper bags and 1x Pencil.

LEARNING THE GAME

We feel the best way to learn the game is to read the **Quick Start Guide** so you get an overall feel of the mechanics, then read this Rulebook, then complete the **Cherry Boot Camp**. If you are playing multiplayer then only one person needs to read the Rulebook; the other players can just read the Quick Start Guide and learn as they go. At the back of this Rulebook is a **Glossary** of all the key terms used in the game, providing a short description and page reference for the relevant rule. Any term which has a Glossary reference has a capitalized first letter.

Purple Haze is not a complicated game, but there is a lot going on, and as it is a sandbox-style of game you will undoubtedly come across rules ambiguities or forget certain things. If this is the case, don't panic. Getting a rule wrong or missing something will not break the game. Just put it down to the fog of war.

BOOKS AND GUIDES

There are a number of booklets and player aids in the box:

Rulebook – The comprehensive guide to everything you need to know to play Purple Haze.

Mission Booklets – The Mission-specific information. The Mission 1 Booklet also contains the Campaign Intro and Squad Leader Motivation text. The Mission 9 Booklet also contains the Outro and Campaign Evaluation text.

Marine's Handbook – Contains a Quick Start Guide, Cherry Boot Camp tutorials, and a Background Resources section.


Logbook – For tracking campaign-related information between Missions.

Player aids – There are 5 (double-sided) of these, covering the Squad Actions, Combat Resolution, End of Mission, R&R (Rest and Relaxation) and Iconography.

How to use the Mission Booklets

There are 9 **Mission Booklets**, one for each Mission in the Campaign. You will need to refer to the relevant Booklet at the start of each Mission and throughout the game. It provides:

- ▶ Set up instructions and any special rules for the Mission.
- ▶ The Primary and Secondary objectives of the Mission.
- ▶ The Mission Briefing and the Events that will be triggered at certain points during a Mission. The Events are numbered.
- ▶ Choices required to advance the story, and related tests you may need to complete.
- ▶ The consequences of your choices and tests, including Combat, Experience and Boon gained, Damage and/or Stress, and Log Entries to track.
- ▶ The end of the Mission outcome.

As you move across the map you will need to refer back to the Mission Book when you enter a Space with an Event marker , triggering the Event. Each Event has several associated entries (paragraphs of text) in the Mission Book; you'll need to read the entry and resolve any decisions or tests required.

When reading an entry, stop reading when you reach a horizontal dotted line.

.....
Single lines separate decisions and their potential outcomes. If you read past the line before making the decision, some of the suspense and surprise of your decision may be lost. Thin double lines represent the end of an entry.

=====
Many of the entries give you multiple options to choose from, but you should always continue reading until you reach the text: → **CONTINUE THE MISSION**. This signals that you have reached the end of that particular Event, and that you can begin the next Action Round.

Decisions or tests you make during Events may result in you noting **Log Entries** that you should keep logged in your Logbook. At certain points you will be asked if you have noted certain Log Entries. Whether you have them logged or not will determine which entry in the Mission Book you read next. Some Log Entries also have an impact on Combat. Note that Log Entries highlighted in **BLUE** are Campaign Log Entries and last between Missions (including the current Mission), those highlighted in **YELLOW** are only relevant for that Mission.

The core of the Mission Booklet is the narrative text that explains the developing story. In a multiplayer game you may want to nominate a single person to take responsibility for managing the Mission Booklet – including reading all the narrative text to the other players – or you may take it in turns.

How to use the Logbook

The Logbook can be used to track Mission and Campaign Log Entries, other Mission notes, the performance of your Squad Leader against his chosen Motivation performance metric, and keep an inventory of your Squad between Missions. The Logbook contains entry spaces for each Mission, and for tracking the inventories of up to 3 Marines per Specialization (on the assumption that some may need to be replaced during the Campaign with new Marines).

Using the Logbook is not compulsory; you may have other ways to keep track of your Marines and the progress of the Campaign.

Core Concepts

HOW THE GAME STARTS AND ENDS

Purple Haze is a campaign game of 9 inter-linked Missions. At the start of the Campaign, in the Mission 1 Booklet, you will read a piece of introductory text on the Squad Leader's experience in Nam to date. Based

on that you will be asked to select one of 3 possible Motivations for your Squad Leader.

The chosen Motivation will persist the entire campaign, even if the Squad Leader with whom you started the Campaign is lost.

At the end of the 9th Mission, the Campaign ends. You can assess your performance based on quantitative metrics connected to the Squad Leader's Motivation. This will lead to 3 alternative narrative end-points for the Campaign. It is not possible to 'lose' the game. You can choose to end a Mission early, or be forced to do so if you lose 3 or more Marines during a Mission. The consequence will be fewer Objectives met and less Experience earned, but the Campaign still continues.

SQUAD LEVEL

Purple Haze can be played solitaire or as a cooperative multiplayer game, with players taking responsibility for 1 or more Marines each. Whether played solitaire or multiplayer the same rules apply. In the game you control 6 Marines. Each is unique, with his own specific Ability, Trait ratings and Specialization. Marines activate individually during Combat, but when taking actions on the Map, they do not take independent turns: Squad Actions happen collectively to the entire Squad.

TESTS AND TRAITS

Throughout the game your Marines will be required to make tests, both to resolve certain Encounters and Events, and to determine the outcome of Combat. The tests all work on the same 'matching' dice basis. For Encounter and Event tests you will normally be testing based on 1 of 5 Traits each Marine has (Charisma, Intelligence, Willpower, Survivability and Perception). For Combat you will be testing based on the Weapon used, Range and Line of Sight.

OBJECTIVES

At the start of each Mission you will be given Primary and Secondary Objectives to complete. Additional Objectives may be added mid-Mission by Events.

Whether you succeed or fail at these Objectives will determine, in large part, the amount of Experience your Squad generates from the Mission.

MOVEMENT, EVENTS AND ENCOUNTERS

You have 3 possible Squad Actions in the game: **March**, **Bivouac** and **Evac**. The main action you will be taking is to March your Squad around one of the game's 3 maps in order to enter Spaces with Events, or to reach your Base or a Landing Zone. Events will trigger the main narrative elements of the game, linked to your Mission objectives. All this is set out, by Mission, in the Mission Booklets. If you are not entering a Space with an Event, there is a 50% chance you will instead trigger an Encounter, depending on the Threat die roll. Encounters can be negative, neutral or positive.

TIME, STAMINA AND THREAT

Throughout the game you will be continuously updating the **Time**, **Stamina** and **Threat tracks** on the Tracker board. Your starting levels on these 3 tracks will be set out at the Mission set up. Whenever you March you will enter a new Space which will have one of 5 Terrain types. Each Terrain type has a different Time and Stamina Point cost to enter, requiring that you update the Time and Stamina track accordingly. Certain Events and Encounters may also affect these tracks. Furthermore, each time you take a Squad Action you will roll the Threat die. This may result in Threat decreasing, increasing, or staying the same. Certain Events and Encounters, and map markers known as Enemy Activity Zones, may also affect this track. Threat mainly determines how difficult Combat will be. And if Threat reaches the maximum you will normally have to refer to the Mission Booklet to resolve a Random Combat Event.

COMBAT

Combat is triggered by Events. Combat takes place on the Combat Board. The Event text will set out the Combat Board set up, including the number and type

of Enemy you will face, which will vary depending on the Threat level and the consequences of earlier Events you have resolved. Depending on the outcome of the Combat, the Squad may earn Experience and draw Boon cards.

DAMAGE AND STRESS

Your Marines will take physical Damage and mental Stress from Combat and certain Events and Encounters. If they take more than their Damage or Stress Threshold, they will draw a Wound or Condition card, respectively. These have a detrimental effect on the Marine's capabilities, and if they are forced to draw a 3rd Wound card (on the same Mission) or 3rd Condition card (during the Campaign) they are removed from the Campaign, K.I.A. (through Wounds) or with a Breakdown (through Conditions).

EXPERIENCE AND BOON

Experience is earned by individual Marines for passing difficult Trait tests, the Squad's performance in Combat, and depending on the number of Primary and Secondary Objectives the Squad completes. It is spent at the end of each Mission to upgrade the Marine's level of Specialization. Boon points are usually gained from drawing Boon cards. These are drawn if the Squad performs particularly well in Combat, and through the resolution of certain Events and R&R. In addition to generating Boon points, the cards can be used to provide one-off situational boosts during the game. Boon points can be spent during the R&R phase at the end of the Mission, to give better dice roll modifiers for outcomes from R&R. Certain Events during a Mission may also be impacted if Boon points are spent.

ICONOGRAPHY

Purple Haze is a narrative heavy game, and as a consequence contains a lot of text. To try and reduce the amount of text to be read, the game employs iconography. On Player Aid 1 there is a key to these icons. It is worth familiarizing yourself with it to make your gameplay experience smoother.

SET UP

MISSION CHOICE

You must begin the Campaign with *Mission 1: Crash*. For subsequent Missions, take the next Mission in numerical order from the last Mission played.

SET UP

A Mission is set up following these steps*:

I. Mission

- 1) Read the Mission briefing
- 2) Place the map and boards
- 3) Place map markers
- 4) Place board markers
- 5) Read the Mission Special Rules
- 6) Prepare the Combat Board
- 7) Create the Encounter deck
- 8) Prepare other cards and markers

II. Squad

- 1) Re-assemble the Squad & Replace Missing Marines
- 2) Equip the Squad
- 3) Assign the Point Man

III. Begin the Mission

**When you start the Campaign, before taking any of these steps, you must assign Marines to Specializations and determine the Squad Leader's Motivation (see *Your First Mission*, p. 12).*







SET UP: MISSION

Once you have determined the Mission you will play, open the Mission Book on the relevant page.





1) Read the Mission briefing. Each Mission is unique. The briefing provides the background to your

objectives for the Missions and the Events you may encounter.

2) Place the map and boards. Every Mission will use the Tracker Board and Combat Board, so place these first. Then place the relevant map next to the Tracker Board on the left.

3) Place map markers. Take the indicated number of Event markers ( with a white number on blue at the back ) and place them on the map as indicated in the Mission set up. Place the Squad marker () on the indicated starting point. Add any required Base () , EAZ () , and LZ markers (.








Note: In Mission 1 the placement of the Squad marker only occurs after paragraph 00 is resolved, so it is not placed at this stage.


4) Place board markers. Place the Time () , Stamina Point () and Threat () markers on the appropriate tracks. Place the **Initiative marker** () near the Combat Board: you'll need it when Combat occurs.






5) Read the Mission-specific rules. These can apply to set up as well as game play.

6) Prepare the Combat Board. Create the Enemy markers pool: You will use these during Combat. There are 4 types of Enemy marker in the game: Combat, Fighter, Specialist and Tactics*.

**Do not include the Artillery Enemy Tactics marker here. Set it aside, it is only added by certain Events.*

Form these into separate piles. Flip face-down the Combat () , Fighter () and Tactics () markers, shuffle them, and keep them near the playing area, or place them in different opaque cups or draw bags. Separate out the Specialist markers by type: Elite () , Leader () , Sniper () and RPD (Ruchnoy Pulemyot Degtyaryova machine gun) () . Place them face-up near the Combat Board, by the pile of face-down Fighter markers.

Marine Activation markers: There are 2 identical sets of these. Place one of these  sets, green-side up near the Combat board. The other set is placed next to the Specialization cards (see below).

Other markers: Place the LoS ruler, Hard  and Soft Cover  markers, Smoke markers , Air strike markers , and No Aimed Shot markers  near the Combat Board. Also place the red Hit Point dice here.

7) Create the Encounter deck. In the game there are 45 Encounter cards, comprising:

- ▶ 10 General cards (G01-G10)
- ▶ 4 Mission-specific cards for Missions 1-7 (M1.1-M7.4)
- ▶ 7 Mission-specific cards for Mission 9 (M9.1- M9.7)
Mission 8 does not use Encounter cards.

At the start of each Mission, shuffle the General card deck, then draw 1 General card face-down and shuffle it into the Mission-specific cards for that Mission, to form an Encounter deck of 5 cards.

In the unlikely event the Encounter deck runs out of cards during a Mission, draw a random card from the General card deck if you need to draw a new Encounter card.

At the end of the Mission, take out any General cards used in the Mission and add them back to the General cards; they may be drawn again during a future Mission.

Play note: Try to avoid looking at the text on the cards when preparing the decks to avoid spoiling any surprises.

8) Prepare the other cards and markers.

Cards: Separate the other cards into the following decks, to be placed near the playing area:

Shuffle and create a deck of all the **Wound cards**.



Shuffle and create a deck of all the **Condition cards** (except any cards attached to Marines from previous Missions).



Shuffle and create a deck of all the **Boon cards**.












Place the **Lucky Charm cards** in a pile. They do not need to be shuffled.



Set the **Weapons and Gear cards** to one side. You will use them when you equip your Squad.



Other markers and dice: Place them near the play area, grouped by color/type. Place the map markers and K.I.A. , Walking Wounded  and Littered  markers near the map and Tracker Board, respectively. Place the Experience , Boon , Stress  and Damage  markers near the Marines set up area. Except if directed do not place the Tank marker (Mission 9 only), and Event markers 7 & 8 (Expansion Missions only).

Leave the **Sapper**  and **Hidden Enemy** markers  in the box, unless you are playing with those optional rules. If so, the Red player takes the Sapper markers. The Hidden Enemy markers are placed near the Combat Board.

Marker limits: Please note that **the number of different Equipment markers provided with the game is finite**. If you run out of Equipment markers you cannot use substitutes. By contrast, if you run out of other markers – such as Damage markers or LZ markers – just use substitutes.

Marine Profile cards: Set aside the Marine Profile cards. These form a pool of Marines that can be drawn from as replacements for Marines that are missing from the Squad (Hospitalized, K.I.A. or Breakdown). Do not include in this pool Marines that are K.I.A. or that suffered a Breakdown: they are permanently removed from the game, as is any Marine that was a temporary replacement for a Hospitalized Marine.

Note: put J. “Happy” Kenell’s Marine card aside, separate from the pool. You cannot draw it as part of the standard replacement process, but it may enter play later in the Campaign triggered by an Event.

Refer to pages 14-15 for a full set up example.

The Specialization card provides the following information:



- 1 Level of Specialization
- 2 How much Experience must be spent to reach this Level from the Level before
- 3 Types of Weapons the Marine with this Specialization can equip
- 4 The starting and maximum Soft Cover during Combat (at this Level)
- 5 Passive Specialist Skills (blank) – these augment Actions, Tests and Orders
- 6 Order Specialist Skills (red) – these count as 1 of your 2 Orders when the Marine activates in Combat)

Some Skills also have a 7 *Once per Mission space(s)* in which to place a red cube; this shows the Skill has been used this Mission.

Over the course of a Campaign, you will be able to spend Experience to upgrade the Specialization of the Marines. This is tracked by flipping or replacing the Specialization card with that of the next level.

Your first Mission- assigning Specializations and a Motivation

At the start of the Campaign the first thing you need to do is determine your starting 6 Marines, and which Marine will have which Specialization. If playing

multiplayer, we recommend you first determine which player will have which Specializations.

For a **3 player game** we recommend the following pairings:

Player 1 – Squad Leader and Radio Operator

Player 2 – Infantryman and Scout

Player 3 – Engineer and Corpsman

For a **2 player game**:

Player 1 – Squad Leader, Radio Operator and Infantryman

Player 2 – Scout, Engineer and Corpsman

If playing with more than 3 players, the important point to remember is that the Squad Leader will be taking most of the decisions. If one player is to only control one Marine, we recommend this is the player controlling the Squad Leader. This should provide a good balance between decision-making, tests in Events and Encounters, and impact in Combat. However, this is just a suggestion and you can assign as you prefer.

Once you have determined who will take which Specialization (if relevant), place in your play area from left to right the Level 1 Specializations cards of the Squad Leader, Radio Operator, Infantryman, Scout, Engineer and Corpsman. Place the **Fire Support Card** by the Radio Operator, for ease of reference.

You must then assign a Marine to each Specialization. Do this by **drawing 3 random Marine Profile cards per Specialization**, and then deciding which Marine of the 3 should take that Specialization. The other 2 Marines are placed back in the pool of unused Marines, they may be drawn again in the future.

Place the chosen Marine above the relevant Specialization card, and place the corresponding ID marker on the Profile card (e.g. place the '1' ID marker on the Marine that is the Squad Leader). Then, optionally, place the corresponding Activation marker from the second set of Activation markers on the Profile or Specialization card (the first set is by the Combat Board).

Play note: The placement of this Activation marker here will help you identify the corresponding Activation marker on the Combat board, until you become more familiar with the icons.



Having done this, you should then read the Intro text at the start of the Mission 1 Booklet and then choose your Squad Leader's Motivation. Then return to the standard Mission set up instructions set out on page 9.

Re-assembling the Squad

Your Squad always begins each Mission with 6 Marines. **You always use the same Marines during the Campaign**, unless a Marine is Hospitalized or K.I.A./Breakdown.

Set up your Squad:

- 1) With the same Marines and assigned Specializations that completed the last Mission, as recorded in the Logbook.
- 2) Add any Stress markers, Condition cards and Condition track markers that have been accumulated by each Marine during the Campaign, and any special Weapons or Lucky Charms they have obtained.

REPLACEMENTS

If, during your last Mission, one or more of your Marines was removed from the game (Hospitalization, Breakdown or K.I.A.), draw 3 random Marine Profile

cards from the pool of unused Marines, and decide which Marine of the 3 should take the available Specialization. Then place the unused Marine Profile cards back into the pool. If the new Marine is replacing a Marine that is missing due to K.I.A. or Breakdown, the new replacement Marine is a permanent member of the Squad. If the new Marine is replacing a Marine that is Hospitalized, that new Marine is a temporary replacement.

Replacement Marines always begin at Level 1 of the Specialization, even if they are replacing a Marine that was a higher level.

If a Marine is returning from Hospitalization, remove his temporary replacement Marine from the game (i.e. do not place the replacement back in the pool). (See *Hospitalization* section p. 48 for more information).

Equipping the Squad

Equipment refers to the Weapons and Gear such as Ammo or First Aid Kits each Marine brings with them on a Mission.

At the start of each Mission you must equip each of your Marines with your choice of Weapons and Gear from the supply*, provided that:

- ▶ The choices do not exceed the Marine's Load Capacity.
- ▶ The Marines' Specializations allow the chosen Equipment.
- ▶ Every Marine has a main Weapon (i.e. not just a Pistol/Revolver), and at least 2 Marines are equipped with M16s.
- ▶ The Special Rules for the Mission do not prohibit the selection.

Once you have selected the Equipment each Marine will carry, place these by the Marine's Profile card.

**Note that for Mission 1 the Equipment you can take is limited to what is set out in the Mission Special Rules. Read the restrictions before you equip your Squad.*



1 Unused Equipment cards and markers

2 Map board and set up markers

3 Tracker board and Time, Stamina and Threat track markers

4 Encounter cards

5 Wound, Condition, Boon and Lucky Charm cards

6 Other map and Combat board markers

7 Enemy markers (Fighters face-down)

8 Combat board

9 Hard and Soft cover markers



10 Enemy Tactics markers

11 Enemy Combat markers

12 Hit Point dice

13 Activation markers

14 Damage, Stress, Boon and Experience markers

15 Red cubes

16 Threat, Focus, Strike and Crit dice

17 Marine Profile cards, ID markers, Point Man marker, Activation markers (optional), Specialization cards, Fire Support card, starting Equipment

Weapons Choice

There is a wide variety of Weapons available to your Squad. However, not all of these are available at the outset of the Campaign, and not all are available to every Specialization.

Weapons that are available to all Specializations from Mission 1 have “Basic” written on them. Weapons only available to certain Specializations state this **1**. This information is repeated on the Specialization card **2**.

Some Weapons may require a particular type of Ammo to be used **3** (see *Ammo* below).



Furthermore, there are requirements and limits on the number of specific types of Weapons that can be taken:

- ▶ **M16 Assault Rifle** — The Squad must always equip a minimum of 2x M16s, and may take a maximum of 3 in total
- ▶ **M60 Machine Gun** — Only the Infantryman may take this
- ▶ **M79 Grenade Launcher** — Only the Engineer may take this
- ▶ **M40 Sniper Rifle** — Only the Scout may take this
- ▶ **Model 37 Shotgun** — Any Marine may take this (*max 1*)
- ▶ **M14 Rifle** — Any Marine may take this (*max 1*)
- ▶ **M1911 Pistol** — Any Marine may take this (*max 2*)

Other Weapons will become available through the following means:

- ▶ The Marine’s Specialization allows it (e.g. a Level 2 Engineer gets access to the Flamethrower).
- ▶ It is obtained through an Event or Encounter.

Gear Choice

In contrast to Weapons, there are no restrictions on the type of Gear that can be taken. **The only exception is the Radio Set and Claymore Mine:** unless the Mission instructions state otherwise, the Radio Operator and Engineer, respectively, must always take it.

Except for the Claymore Mine card, Gear uses markers. Where a marker has a different Load value, it shows the quantity that side of the marker represents: when such a marker is used, it is flipped to the lower value side, or discarded if already on this side. Either side can be selected at set up or when replenishing your Equipment.



Example: The Corpsman has a Load value 4 First Aid Kit. He uses it, and so flips it to its 2 value side. If he uses it again it will be discarded. At set up he could have equipped it at value 2. This would mean it only counted as 2 against his Load Capacity, however, it would be one-use only.

AMMO

Ammo is the most common Gear you will equip the Squad with. Ammo can only be used with corresponding Weapons (the Weapon card has an image of the required Ammo type **3**):

- ▶ M2 flamethrower ammo —
- ▶ Machine gun ammo —
- ▶ M72 grenade launcher ammo —
- ▶ Automatic fire ammo (M16, M3, AK-47) —



If a Marine is carrying a Weapon that uses Ammo, that Marine must always begin each March action with at least 1 Ammo of that type, if it is available within the Squad. This means if you decide a particular Marine will use spare Load Capacity to hold Ammo for other Marines, that Ammo should be redistributed prior to each March to ensure each Marine has Ammo to use for their Weapon.

GRENADES

There are 2 types of Grenade in the game. A standard Frag Grenade, and a Smoke Grenade. Both can be carried



by any Marine without restriction. Both types are used through a Fire Order during Combat, and resolved like a Weapon. They have 1 or 2 uses depending on the Load value taken (more information on the effect of Smoke Grenades is provided in the *Popping Smoke* section p. 40).

RADIO SET

The Radio Set is a unique item of Equipment. At set up, it can only be taken by the Radio Operator. If the Radio Operator can no longer carry the Radio Set (i.e. due to a Wound or K.I.A.) another Marine **must** take the Radio Set. In this case, the Radio Set can only be used for calling an Evac (the Radio Operator's *Fire Support* Specialist Skill is no longer available (see *Fire Support* p. 41)).



EXTRA RATIONS

Any Marine can equip a **maximum of 1 Extra Ration**. Any number can be discarded by the Squad as part of a Bivouac action to recover Stamina Points: +1 per discarded Ration.



FLAK JACKET

Any Marine can equip a single Flak Jacket. When a Marine with a Flak Jacket is required to draw a Wound card in Combat*, draw 2 and take the lower numbered card. The Jacket is then discarded and the higher numbered Wound card shuffled back into the Wound card deck. This is 'passive' - the Jacket does not need to be activated to provide the benefit.



***Play note:** If you feel it makes narrative sense, apply the benefit of the Flak Jacket to Wounds taken from Events or Encounters.

ATTACHMENT

The M60 has a bipod Attachment that can be used as part of a Fire Order to boost its effectiveness. Its Load value is already factored into the Weapon's value.



Play note: Because the Load value is already factored in, the M60 Attachment should always be taken: it may come in useful, and there's no reason not to take it.

Example: The bipod can be used as part of the Infantryman's Fire Order at a cost of 1 additional Initiative. This allows the Infantryman to exchange 2 Strike for 2 Crit dice when firing.

FIRST AID KIT

The First Aid Kit can be taken by any Marine. It allows for the First Aid action to be taken while Bivouacking (see *First Aid* p. 24).



SWAPPING AND DISCARDING EQUIPMENT

Prior to a March action you can swap Equipment between members of the Squad, respecting Specialization and Load restrictions.


If during a Mission a Marine is removed from play, or receives a Wound meaning he no longer has Load Capacity to carry all the Equipment he currently holds, the other Marines may swap the Equipment, following the above Specialization and Load restrictions.

If this is not possible or desired, the Equipment must be discarded. This may mean the Squad no longer has access to certain Weapons.

Example: A fully equipped Marine. This Marine's Equipment meets his Load Capacity of 11. The M16 weighs 6, the 2 Automatic fire Ammo markers weigh a total of 3, and the Smoke Grenades 2.



ASSIGN POINT MAN

The very last thing to do is to choose which Marine will be your **Point Man**. Place the Point Man marker  near his Profile card.

The choice of Point Man will have an impact on the resolution of certain Events and Encounters. The Point Man is the Marine most likely to first encounter the enemy, or have the opportunity to see things or interact with people or objects en route. It is best suited to a Marine with high Perception, Survivability and/or Intelligence.

Set up is now complete. You are ready to start the Mission.

TESTS & TRAITS

MARINE TESTS

There are 2 types of tests Marines will perform in the game:






1) Trait test – used to determine success or failure in Events and Encounters.

2) Combat test – used to determine hits dealt by the Marines in Combat.


There is also a third type of test that the Enemy will make to determine the hits they cause in Combat. We'll cover that later in the *Combat* section.


Taking tests

The Trait and Combat tests work the same way. They require you to roll:

- 1) **Purple 'Focus' dice** 
 - Roll base 3  for **Trait** tests
 - Roll base 2  for **Combat** tests
- 2) **Gray 'Strike' dice** 
 - # determined by Marine's Trait / Weapon
- 3) **Gold 'Crit' dice** 
 - # determined by Weapon (not always used in a test)

The base number of dice may be adjusted by factors like Range, Line of Sight and it being Nighttime.

→ During **Nighttime**, ALL tests except First Aid and using the Claymore Mine suffer a -1  penalty.


→ If penalties reduce the number of  dice in a test to zero or below: if it's a Trait test, you automatically fail; if it's a Combat test, no hits can be scored.

A test is resolved as follows:

- 1) Roll the required # of Focus dice.
- 2) Then roll the required # of Strike dice. Look for any matches between the Focus and Strike dice.
- 3) Then look for any matches between remaining Strike dice (that don't match the Focus dice).
- 4) Then roll the Crit dice (if any). Match them to any matching Focus or Strike dice.
- 5) Discard any dice that do not have any matches. Crit dice that match other Crit dice but no Focus or Strike dice are discarded.
- 6) Calculate the number of successes.




As you become familiar with the system you can roll all the dice together, rather than separately.



Achieving success


The number of successes you achieve in a test is determined by the number of matches you achieve. If the match does not include a Focus die, the number of successes is always 1 Strike die 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 1 of the Strike dice to be what the other dice are 'matching' against.

A matching Crit die is always worth 2 successes.



***Example #1:** It's a Combat situation and Erika is activating her Squad Leader. Due to his Weapon and position on the Combat Board he is rolling 3 Focus dice, 6 Strike dice, and 2 Crit dice. Erika follows the steps.*

1) She rolls the Focus dice first. She gets   and .

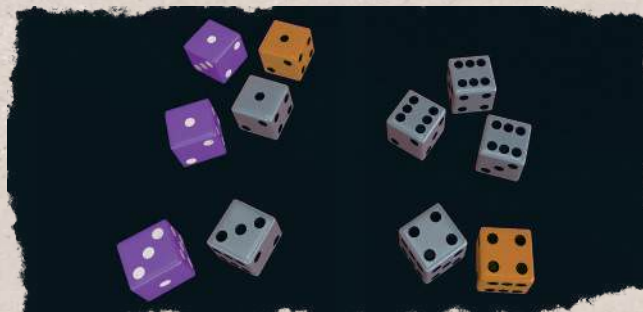
2) She then rolls the Strike dice, looking for matches to the Focus dice. 2 of her Strike dice match (the  and the .

3) She then looks for matches between the remaining Strike dice. She has .



4) She then rolls the 2 Crit dice. She rolls  and . She matches them to matching Focus and Strike dice.

5) All the dice she has rolled have a match, so she does not discard any.



6) She then calculates the number of successes:

a. Her Strike die matches Focus dice, so that's 2 successes.

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

c. Her die matches die, so that's 1 success.

d. She then looks at other matches. She has 2 successes from the 3x '6' Strike dice.

e. And finally she has a die matching the die, for 2 successes.

She has achieved 11 successes in total.

Note: A table summarizing all the possible outcomes and combinations of Focus, Strike and Crit dice is provided on Player Aid 5.

Difficulty levels

In **Trait tests** with a set difficulty level ("DIFF"), the # of successes must be equal to or greater than the DIFF to succeed. The DIFF will vary between Events and Encounters. **If a Marine passes a DIFF3+ test, he gains 1 Experience** immediately.

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

TRAITS

As set out on their Profile card, each Marine has the following Traits, and ratings between 2 and 4 for each of them:

	SURVIVABILITY
	CHARISMA
	PERCEPTION
	INTELLIGENCE
	WILLPOWER

These ratings vary by Marine. They establish their base level of expertise (in the form of Strike dice) in addressing the different types of challenges they will face on their Missions. Traits are inherent to a Marine (though they may be temporarily impacted by certain Events or Wounds/Conditions).

Example – Trait test: The Squad is resolving the Encounter card 'Gear'.



Private "Geek" Raden, controlled by Lawrence, has been randomly selected as a Marine that needs to take the Intelligence Trait test at DIFF2 to resolve the Encounter. Fortunately, Raden has an Intelligence of 4 **1**. Unless it's Nighttime, or otherwise instructed, Trait tests always roll a base of 3 dice. Lawrence rolls the 3 and 4 dice provided by Raden's Intelligence of 4, looking for matches.

He first matches with dice **2**. His match the . He doesn't have any more matches with the dice, so then checks to see if any of the left-over dice match **3**. He has . Combined this gives him 3 matches, so 3 successes – more than enough to pass the DIFF2 test.



THE ACTION ROUND

The Action Round is the process you undertake to play a game of Purple Haze. You take a Squad Action, and work through the consequences of that. It begins following the completion of set up, and continues until the end of the Mission.

SQUAD ACTIONS

There are 3 Squad Actions. You take 1 of your choice per Action Round:

- ▶ **March**
- ▶ **Bivouac**
- ▶ **Evac**

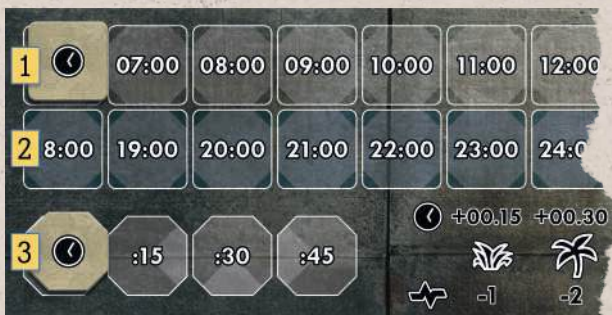
Each has an impact on Time, Stamina Points and Threat, which must be updated, in that order.


Time

The Mission set up will set out the Time at which the Mission begins. Most Missions require that Objectives are met within a certain time frame, hence the time taking actions needs to be tracked. Furthermore, between 18:00 and 05:45 it's Nighttime, which impacts on play.

After taking a Squad Action, mark the Time it has taken to take that action on the Time track.

- 1 Hours (day)
- 2 Hours (night)
- 3 Minutes



To track Time, move the Hour and Minute Time markers  rightwards.

A note in nomenclature: when referring to a specific time in the day, this game expresses time with a colon as follows HH:MM.




Example: “You must complete the Mission by 18:00.”

When referring to the amount of time spent doing something, this is expressed with a point, as follows HH.MMH.

Example: It takes 00.45H to enter a Space with Hilly Terrain.

NIGHTTIME


Nighttime is indicated on the Time track by the darker gray background, between 18:00 and 05:45. During Nighttime:

- ▶ All tests except using the Claymore and First Aid suffer a -1  penalty.
- ▶ Marines cannot use Aimed Shot  or Fire Support  during Combat.
- ▶ The Squad cannot take the Evac action.
- ▶ The Squad may make a Night Bivouac.

Stamina

Marching and certain Events and Encounters fatigues the Squad. Different Terrain has different impacts on Stamina. The Squad begins the game with a certain number of Stamina Points (SPs), depending on the Mission. The maximum number of SPs the Squad can have is 15.



To track Stamina, move the Stamina marker  towards zero on the Stamina track by the SP cost of the Space you are entering.

FORCED MARCH — PUSHING BEYOND ZERO SPS

If a March or Event or Encounter requirement would push the SPs of the Squad below zero, the SPs drop to zero, and for every SP lost below zero roll 2D6. For each die rolled, the Marine with the corresponding ID to the die rolled takes 1 Damage (Cover and Flak Jackets do not apply).

Threat


As your Squad takes actions and resolves certain Events or Encounters, they may increase or decrease the likelihood of their presence being detected by the enemy. This is monitored through the Threat Track.

The Threat Track goes from 1 to 9. If the Threat marker is between 1-3, the Threat level is 'Low' (green). Between 4-6 it is 'Medium' (yellow). Between 7-9 it is 'High' (red).



Based on the Mission-specific rules, when Threat reaches a certain level a **Random Combat** may be triggered.

TRACKING THREAT

The Threat marker  moves up and down the Threat track due to:

- ▶ **Certain Events and Encounters.**
- ▶ **The Threat die roll following a Squad Action.**
- ▶ **If the Squad takes an Action in or Adjacent to an Enemy Activity Zone Space.**
- ▶ **Following resolution of Combat, when it decreases down to 1, unless otherwise instructed.**

THE THREAT DIE



The Threat die is rolled as part of the resolution of a Squad Action. It impacts the following aspects of the game:


- ▶ Threat generated through Squad Actions (between -1 and +2).

- ▶ If it is necessary to resolve an Encounter.
- ▶ The impact and resolution of certain Encounters.


There are 1 green, 2 gray, 2 yellow, and 1 red results on the die.



BASES, EAZs AND THREAT

 **Base:** The Base is the main base the Squad is located for this Mission. When Marching into a Space Adjacent to the Base, you roll the Threat die for the purposes of resolving Encounter cards, but you do not add Threat, regardless of the die color or presence of EAZs. If you are required to add an EAZ in a Space Adjacent to a Base, ignore that instruction, and place it instead in the closest available Space not Adjacent to the Base (randomly determined via a Boon card draw).

Unless otherwise instructed, when the Squad moves into the Base, that's the **END** of the Mission; no Threat die is rolled.

 **Enemy Activity Zones (EAZs):** EAZs are Spaces where the enemy is known or thought to be active. They are added at the Mission set up and added or removed throughout the course of the Mission by Events and Encounters. They do not remain on the map between Missions. They have the following effects:

- ▶ **Adjacent to:** If the Squad Marches into a Space Adjacent to an EAZ, or takes a Bivouac or Evac action in a Space Adjacent to an EAZ, it generates +1 Threat after applying the Threat die roll.
- ▶ **Directly in:** If the Squad Marches into the space with an EAZ, or takes a Bivouac or Evac action in that Space, it generates +2 Threat after applying the Threat die roll.
- ▶ EAZs also have an impact on certain Encounters.

Note you only ever apply the effects of 1 EAZ on the Squad, even if you are in a space where the effect of more than 1 EAZ applies.

Example: The Squad Marches into a space with an EAZ. There is an EAZ Adjacent to this space. You only add +2 Threat.

Squad Action – MARCH

March is the most common form of Squad Action you will use. It is how your Squad moves around the map. When you March, you move the Squad into an Adjacent Space on the map. 'Adjacent' means the movement can either be straight (up or down, left or right), or diagonal. A March takes Time and costs SPs.

To calculate this, cross reference the relevant applicable Terrain icon of the Space being entered with the Terrain time cost printed on the Tracker Board. Addition Time may be added due to the effects of Wounds or K.I.A. (see p. 48: *Walking Wounded, Littered and K.I.A.*).

Note: You must always move to an Adjacent Space. You cannot March around in circles on the same spot.



Example #1: The Squad can move straight or diagonally into any Adjacent Space. If it moves westwards into the Space with Paddy terrain **1**, it takes 00.15H Time **2** and costs 1 SP **3**.

Example #2: The Squad is on 2 on the Stamina track and Lawrence decides to move them into Hilly Terrain. This costs 3 SPs, so this is a Forced March. He moves the Time marker forward by 00.45H and adjusts the SP marker to zero. As he still has 1 SP to account for, so

he rolls 2D6 to determine who receives the 2 Damage for the Forced March. He rolls 2 '4's, meaning his Scout takes 2 Damage.








MAPS AND TERRAIN

Your Squad moves around one of 3 maps (Northern, Southern and Quang Long), as set out in the Mission set up instructions.

The maps used in Purple Haze are based on Pictomaps produced by the US Army in 1965. They represent fictional areas in the southern part of what was known as I Corps in South Vietnam, near the DMZ. Each square on the map represents an area of 1km by 1km.

Each map Space is overlaid with a terrain icon:


-  **Urban** – built-up areas with streets and buildings (note the Time and SP cost of Urban is set out on the Quang Long map)
-  **Paddy** – cultivated or no jungle, largely flat areas, interspersed with hamlets and villages
-  **Jungle** – heavily wooded areas
-  **Hilly** – heavily wooded areas with significant undulation of the terrain
-  **Mountainous** – heavily wooded areas with mountains or significant elevations

If a Space does not contain a Terrain icon, it is out of play (for example if it's a square in the ocean).

CHANGING POINT MAN

Prior to Marching, the Squad Leader can change the Point Man. This does not take any Time or cost any SPs.

You may want to change the Point Man if the current one has taken too much Damage / Stress, or has Wounds

or Conditions that are reducing his Traits. If the Point Man is changed, place the  above the Profile card of the new Point Man.

Squad Action – BIVOUAC

A Bivouac is an action where the Squad remains in the same Space and sets up a camp (known as a “bivouac”). Bivouacking allows you to:

- ▶ Recover SPs, AND
- ▶ Attempt to remove Damage through First Aid.

When you Bivouac, you:

- 1) Determine how long you wish to Bivouac
- 2) Update the Threat track
- 3) Apply First Aid (*optional*)
- 4) Recover SPs

DETERMINE TIME SPENT

There is no limit to the amount of time the Squad can spend Bivouacking. But the longer spent, the more likely Threat will increase, and the less time you’ll have to complete the Mission Objectives.

UPDATE THREAT

While Bivouacking, every time the Minute marker on the Time track enters the :00 space, roll the Threat die, and update the Threat track if required. If Bivouacking Adjacent to an EAZ, add +1 Threat after the roll. If in an EAZ Space, add +2 Threat after the roll.

If a Random Combat Event is triggered following this, update the Stamina track by the amount of Time spent Bivouacking before the roll (see *Recover SPs* below). The Bivouac then ends, and the Combat is resolved.

RECOVER SPs

The main purpose of taking the Bivouac action is to recover SPs. The Squad recovers 1 SP (the Stamina

marker is moved towards the number 15 by 1 space) for every 00.15H spent Bivouacking.

Note that Extra Rations can be discarded as part of the Bivouac action to recover an additional 1 SP per Ration discarded. Multiple Rations can be discarded in the same Bivouac action.

NIGHT BIVOUAC

If you have set up a Bivouac and it’s 18:00 or later, it’s possible – though not required – to perform a special type of Bivouacking called ‘Night Bivouac’. If you do this, take the following steps, in order:

- 1) Roll 2 Threat dice and apply both results. Then add additional Threat if in or Adjacent to an EAZ Space.

- 2) Then move the Time Tracker to 06:00. Recover SPs as normal (1 SP per 00.15 mins, up to a maximum of 15) for the duration of time Bivouacking (i.e. from the time you began bivouacking until 06:00).

- 3) Then subtract the current Threat level from the new amount of SPs (e.g. if the Threat level was 5 and the Squad had recovered SPs to the max of 15, the SP level at the end of Night Bivouac would be 10).

Design note: The higher the Threat, the more need to keep guard, and so the less rest.

Play note: The reason why you might want to Night Bivouac is that it’s safer than Marching or taking a standard Bivouac. You only adjust the Threat Level once, so you have more control over if a Random Combat Event is likely to happen. And Combat at night is to be avoided!

After performing the Bivouac action, proceed to the start of the next round. You do not trigger any Event or Encounters.

FIRST AID

First Aid is the process by which a First Aid Kit is used to attempt to remove Damage from Marines. **First Aid can only be undertaken during a Bivouac**

action (including a Night Bivouac), unless otherwise instructed.

Any Marine may attempt to use First Aid, providing there is a First Aid Kit in the Squad. The Corpsman gets additional boosts when doing so, as set out on his Specialization card.

First Aid takes 00.30H per Kit used. It can be done multiple times during a Bivouac (only limited by the number of First Aid Kits the Squad has). This occurs in parallel to the time spent Bivouacking.

To use First Aid, you must flip (if 4 value) or discard (if 2 value) a First Aid Kit held by a Marine in the Squad. The Kit doesn't need to be held by the Marine making the attempt. The Marine taking the test does an Intel Trait test. This test ignores the normal -1 die penalty if done at Nighttime. Any successes can be used to remove Damage (1 Damage per success) from any Marine(s) in the Squad, including the Marine undertaking the First Aid.

Bivouac – Example: The Squad is down to 2 SPs, and there is lots of Marching through Mountainous Terrain coming up. So Lawrence decides to take a Bivouac action to recover SPs.

He decides he wants the Squad to rest for 01.30H, so he moves the Hours and Minutes time markers forward by that amount **1**. As the Minutes marker enters the :00 space **2** he rolls the Threat die to see if Threat is added. He rolls a gray face **3**, so no Threat is added.



Since the Squad is not in or Adjacent to an EAZ **4**, no additional Threat is added. Having rested for 01:30H the Squad recovers 6 SPs, and he moves the Stamina marker to 8 on the Stamina Track **5**.

While the Squad is Bivouacking, Lawrence wants to use a First Aid Kit as several Marines have taken Damage. Lawrence uses the Corpsman for the test, because his Specialist Skill **6** gives him +2 die for it. The Marine who is the Corpsman has an Intel of 4, meaning Lawrence rolls 3 die and 6 dice (4 from the Marine's Intel + 2 for the Corpsman's Skill).

Lawrence flips the First Aid Kit marker from its 4 to its 2 side, and rolls the dice. He achieves 4 successes **7**, allowing him to remove 4 Damage from Marines in the Squad. 2 Marines in the Squad have 3 Damage, so he removes 2 Damage from each of them.

He has no more successes left, so that ends the First Aid. Lawrence could use the First Aid Kit again (he would then discard it) as part of this same Bivouac action, but he decides to save it.



Squad Action — EVAC

An Evac is an evacuation by helicopter to the Base. You can only take this Squad Action in the following situations:

- ▶ You have a K.I.A. marker, or 1 or more members of the Squad with 2 cubes on the Wounds Track or with a Critical Wound card, OR
- ▶ You wish to **END** the Mission early, OR
- ▶ You are instructed to do so by an Event.

If you use the Evac because you are instructed to do so by the Event text, then refer back to it for the next steps. Otherwise, an Evac follows these steps:

I. Move to an existing LZ / create an LZ in your current Space.

II. Update Time and Stamina Tracks.


III. Resolve the Evac:

- a) **END** Mission, OR
- b) Reassign Marine ID markers, AND
- c) Update the Threat level, THEN
- d) Begin the next round.

To be able to Evac:

- ▶ The Squad needs to be on a Space with an LZ.
- ▶ It needs to be daytime (between 6:00 and 17:45) when the helicopter lands at the LZ.
- ▶ You need to have a Radio Set.
- ▶ It must not be prohibited by the Mission Special Rules.

MOVING TO OR CREATING AN LZ

Some Missions may begin with LZ markers  already on the map. If this isn't the case – or if you do not wish to March to them – you can create an LZ as part of the Evac action.

Creating an LZ takes 00.30H. This is in addition to the time taken to March into the Space. After this time the Evac occurs. If you are already in an LZ Space, the Evac occurs immediately (no Time cost).

You can never create an LZ in Mountainous terrain, unless otherwise instructed. If you are in Mountainous Terrain and you wish to create an LZ, you will need to March to one of the other Terrain types. Once the LZ is created, place an LZ marker on the Squad's Space.


The LZ marker remains in place for the rest of the Mission.

RESOLVING THE EVAC

If you use the Evac to end the Mission early, go to the End of Mission phase (see p. 51). If you took the Evac Action due to an Event instruction, follow the text of the Event.

If you use the Evac to evacuate wounded or K.I.A. members of the Squad: remove any connected Walking Wounded or Littered or K.I.A. markers; give the Evac'd Marine(s)'s ID markers to other Marines; and swap their Equipment if desired (see *K.I.A. & Breakdown* section p. 48-50 for more on the rules for assigning ID markers).



Keep any Wound cards the Evac'd Marine(s) have with them until the End of Mission phase. **Note that you can only Evac Marines that have 2 Wound cubes or a Critical Wound card, or that are K.I.A.** You cannot Evac other Marines alongside these Marines.

Then, assuming the Mission hasn't ended, roll 2  dice, apply both results. Then add additional Threat if in or Adjacent to an EAZ Space (the same as for Night Bivouac). This represents the extra attention the in-bound helicopter draws to the Squad.

EVENTS & ENCOUNTERS

After a March action you may need to resolve an Event or an Encounter.

Events

When your Squad  enters a Space with an Event marker , flip it (unless it is already number-side up) and cross reference the number on that marker to the relevant entry in the Mission Booklet for the Mission you are playing. **After resolving the Event, remove the marker from the map** unless otherwise instructed by the Mission-specific rules. See *How to use the Mission Booklet* p. 06 for how Events work.

Encounters

If you do not resolve an Event (i.e. your Squad does not enter a Space with an Event marker after a March, or trigger a Random Combat Event) **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*. If you rolled a green or gray face, you proceed to the next Round without drawing an Encounter card.

**As set out in the Mission special rules, you do not draw Encounter cards at all on Mission 8.*

Note that you only draw Encounters following a March action, not if you roll yellow or red on the Threat die for Bivouac or Evac actions!

When resolving an Encounter card, place another card facedown over all the text except the title. Then reveal the steps of the Encounter card one-by-one by slowly lowering the other card, following the instructions on the Encounter card. This is necessary to maintain the suspense of the potential consequence of the choices you make.

Some Encounter cards do not require any tests or steps, in which case you just read and apply the text.

If an Encounter or Event requires you to randomly determine an Adjacent Space, draw the top Boon card to do so (see *Boon cards* section p. 52 for more details).

If an Encounter card instructs you to take a **'left/right terrain shift'** for the next movement, apply the Time and SP effects of the Terrain type shown on the left or right on the Tracker Board of the Terrain type you are entering.


Example: *You have been instructed to apply a left shift. You are entering a Mountainous Space. Apply the Hilly Terrain effect.*

If you cannot apply a right shift (i.e. because you are entering a Mountainous Space), add 00.15H and 1 SP to the Movement. If you cannot apply a left shift, ignore the effect.


If an Encounter card says "Decide in 5 seconds..." count down aloud from 5 to 1, and make the decision.

Once the Encounter is resolved, begin the next Action Round. If you run out of Encounter cards on a Mission, draw a random card from the General Encounter deck.

RANDOM MARINE CHOICE

Some Events and Encounters will require you to randomly  select 1 or more Marines. Roll a D6 and select the Marine with the corresponding Marine ID marker. Unless otherwise instructed, if the selected Marine(s) is unable to meet the instruction, ignore it.

Occasionally, you will need to roll a D2 or a D3. In both cases roll a D6. If D2, on a roll of 1-3 the result is 1, and on a roll of 4-6 the result is 2. If D3, on a roll of 1-2 the result is 1, on a roll of 3-4 the result is 2, and on a roll of 5-6 the result is 3.

Example: *an Event requires 2  Marines to discard 1 Ammo each. Neither of the 2 Marines rolled has Ammo, so this requirement is ignored.*

DAMAGE AND STRESS FROM EVENTS AND ENCOUNTERS

Some Events and Encounters apply Damage or Stress directly to the Marines. Unless otherwise specified, this ignores Cover, and the effect of the Flak Jacket.

LUCKY CHARM CARDS



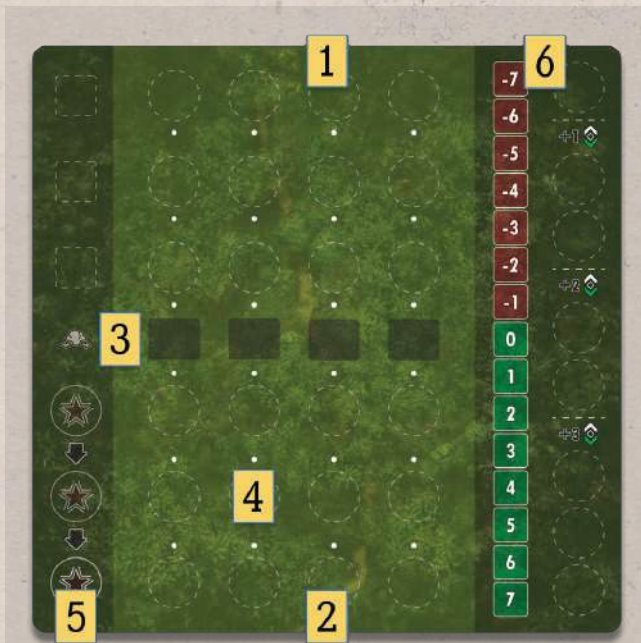
Lucky Charm cards are obtained from certain Encounters and Events. There are 5 in the game, though it is unlikely you will come across all of them in a single Campaign. Apply the instructions on the card. If a Marine is permanently removed from the game (K.I.A or Breakdown) any Lucky Charm he has is removed with him.

COMBAT

Overview

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

THE COMBAT BOARD



The Combat Board is 2-sided. One side has a jungle background, the other a village background. They are otherwise identical and you can use whichever you think more appropriate for the Combat you are resolving.

The top half of the Combat Board tracks the position of Enemy Fighter and Specialist markers **1**.

The bottom half tracks the position of individual Marines via their Activation markers **2**.

Each half has 3 rows comprising a total of 12 spaces where the Marine Activation or Enemy markers can be placed.

Marines can never be on the Enemy side of the board, and vice-versa. The two halves are

separated by a space in the middle that is used to place Smoke markers **3**.

Each space has a dashed circle for placing the Activation and Enemy Fighter/Specialist markers.

Above each Marine circle, and below each Enemy circle, is a Line of Sight indicator (a small white dot) **4**.

On the left side of the board is a track for placing Enemy Tactics markers **5**.

On the right side of the board is the Initiative Track, and right of that a track for placing eliminated Enemy markers **6**.

Combat is resolved differently for the Marines and the Enemy. On the Marines' Activation you choose an unactivated Marine to execute 2 of 5 possible Orders (Fire, Move, Take Cover, Specialist Skill, Idle). On the Enemy's Activation you use a chit-pull mechanic to determine the action(s).

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

If the Initiative tracker is on the Marine's side of the Initiative Track, you choose and activate a Marine. If it's on the Enemy's side, you trigger a Tactics marker, if one is on the track, and draw a Combat marker.

COMBAT BOARD MARKERS

During Combat you'll use different types of markers:



Squad Leader



Radio Operator



Infantryman



Scout



Engineer



Corpsman

MARINE ACTIVATION

Placed at Set up on the bottom half of the board. Each Specialization has a corresponding Combat Activation marker. After the Marine is Activated, the marker flips from green to red.



FIGHTER

The standard enemy combatants that will be placed on the top half of the Combat Board. The gray die icon on the top-left shows they each contribute 1 Strike die to the Enemy attack. The bottom of the marker has pips to show the amount of Soft Cover each Fighter begins the Combat with, and on the right a red die shows their starting Hit Points.



COMBAT

To determine the strength and Initiative cost of the Enemy attack on the Squad. These may also trigger Enemy Fighter and Specialist movement and the placement of new Tactics markers.



TACTICS

One-off effects on the Combat, usually detrimental to the Marines, that get triggered at the start of the Enemy Activation.



Elite

RPD

Sniper

Leader

SPECIALISTS


Special types of Fighters (Elite, RPD, Sniper & Leader) that are also placed on the top half of the Combat Board. They provide additional dice to the Enemy's attack until eliminated, as indicated by the dice icons on the top left of the marker. They also have pips to show the amount of Soft Cover they begin the Combat with, and a red die to show their starting Hit Points.





COMBAT SET UP

When you are required to resolve a Combat, the Event text will show a Combat Set up Box. The Set up Box has 4 panels of instructions (see image on next page):

- A** Log Entries effects and **Other** instructions.
- B** Threat Level effects
- C** The starting number (and in some cases type) of **Enemy Tactics** markers
- D** The Enemy and Marine **starting positions** and any **Hard Cover**

Read the instructions on panel **A** and remove or add in any markers from the Enemy Tactics pool as instructed. Then apply the instructions as follows (refer to the images on the right while reading):

1 Choose your preferred side of the Combat Board (jungle or village background), **then place the Hard Cover markers**  **on the indicated spaces** on the Enemy and Marine sides of the board. Hard Cover markers remain in that same space for the duration of the Combat, unless otherwise instructed.

2 Place Enemy Fighters and Specialists in the indicated spaces. Enemy Fighters are indicated by a colored star    . Specialists each have a dedicated image (see *Combat Board markers* on the previous page). Place the markers on top of the Hard Cover markers, if present. The number and type of Enemies you place can vary by Log Entries that you have and the Threat level.

You **always** place black colored Enemies. Then refer to panel **A** to see if the Log Entries you have add, remove, or adjust the number and type of Enemy. This will be indicated in purple.

Then refer to panel **B** to see if additional Fighters or Specialists are added by the current Threat level. These are placed as indicated. If the Threat level is Medium, just apply yellow Threat effects. If it's High, apply both yellow and red Threat effects.

Place underneath each Enemy marker Soft Cover markers up to the number indicated on the Enemy marker (the number of white pips). These sit on top of any Hard Cover marker, and move with the Enemy marker if that is moved.

Example: Place 1 Soft Cover marker under this Enemy marker.



3 Place Enemy Tactics markers on the track. Panel **C** shows the starting number of Tactics markers to be placed, and if a specific marker should be placed in the bottom space on the track. Where the Set up Box shows one or more face-down Tactics markers, randomly draw these from the pile of Tactics markers set aside at the start of the game, and place them face-down on the track.

Note that panel **A** may instruct you to remove certain markers from the Combat, prior to set up, meaning they can't be drawn. Then refer to panel **B** to see if additional Tactics markers are added to the starting set up due to the Threat level being medium (yellow) or high (red).

4 Set the starting Initiative based on the Threat level as set out in panel **B**.

5 Place the Marine Activation markers in the indicated spaces. Unless the Set up indicates that a specific Marine (e.g. the Point Man) must begin in a specific space on the Combat Board, set up the Marines as you desire in the indicated spaces (with a Marine icon).

If there are no indicated spaces then you are free to set them up as you choose (as is the case with this example). Set the Activation markers on their green unactivated side, unless otherwise instructed.

Refer to each Marine's Specialization card for their starting Soft Cover level. Place underneath each Activation marker Soft Cover markers up to the number indicated on the Specialization card (the number of white pips). These sit on top of any Hard Cover marker, and move with the Activation marker if the Marine moves during Combat.

6 Apply any other Before Combat instructions. These will be in panel **A** and may allow you to swap equipment between Marines or trigger a Claymore

Mine prior to Combat (see *Claymore Mine Resolution* section p. 32 for more details).

A BEFORE COMBAT (OPTIONAL)

- Swap Equipment

SPECIAL RULES

- Do not place **MORTAR** and **FLANKING** in the draw pile

LOG ENTRIES:

- If **FLAMES** discard
- If **FIRE**

B THREAT LEVEL

- If **6**
- If **5**
- Add
- If **4**
- Add

C

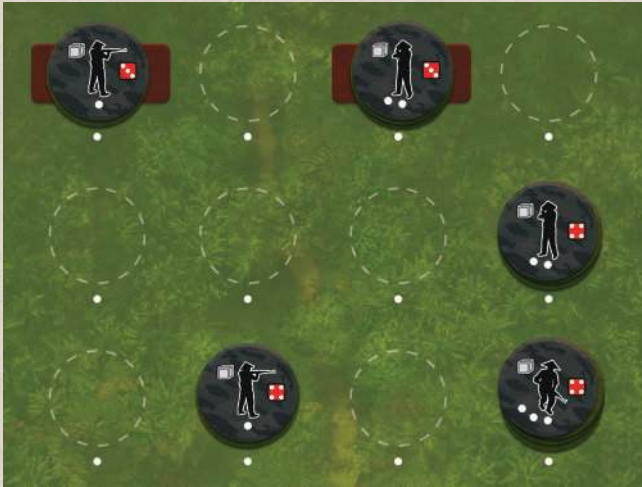
ARTILLERY

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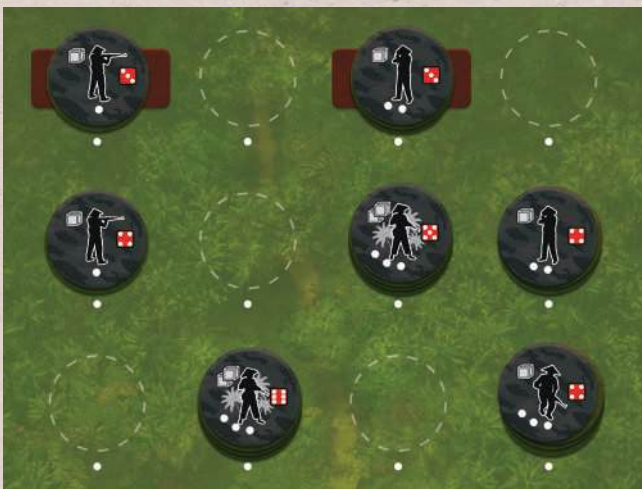
Example #1: Here is an image of the Combat Board set up following the Set up Box instructions. This example assumes the players have the *FLAMES* Log Entry but

not the *FIRE* Log Entry, and that the Threat Level is High (red). The players have decided in which spaces to place the Marines.

Example #2: Applying the same set up instructions, in this example the Threat is Low (green) and the players have both the FLAMES and FIRE Log Entries.



Example #3: Again applying the same set up instructions, in this example the Threat is Medium (yellow) and the players have neither the FLAMES nor FIRE Log Entries.



COMBAT RESOLUTION

Combat occurs through the following steps:

1. Claymore Mine resolution
2. Initiative determination
3. Actions:

If Marines have Initiative:

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



If Enemy has Initiative:

- ▶ Apply Enemy Tactics marker
 - ▶ Draw and resolve Enemy Combat marker
 - ▶ Move Initiative marker
 - ▶ Return Combat marker to pile
4. Check for end of Combat
 5. End of Combat
 6. Continue the Mission

1. Claymore Mine resolution


The Combat Set up instructions may allow you to trigger the Claymore Mine if the Engineer is carrying it (this is always optional).



If you choose to use the Claymore Mine, roll 1D6. On a roll of 6, it will fail to trigger. On any other roll, calculate the damage to the Enemy (this Combat test has a base of 3  and ignores the normal -1  penalty if done at Nighttime). **The Claymore Mine always targets the first row on the Enemy Combat Board** (unless you have a Level 3 Engineer). Divide all hits achieved evenly among all the Enemies on the first row, removing all Soft Cover and ignoring all Hard Cover they have (see *Hard and Soft Cover* p.38). If the number of hits can't be evenly divided, you decide where to apply the remaining hits, again as evenly as possible. If you choose to use the mine, whether it is triggered or not, the Claymore Mine card is then discarded for the rest of the Mission.

Note that this is the only way you can use a Claymore Mine in the game, unless otherwise instructed.

2. Determine Initiative

During Combat, you determine which side has the Initiative and so will act next by the location of the Initiative marker  on the Initiative Track. When

the marker is on a green space it is the Marines' turn to activate. On a red space it is the Enemy's turn. Note that the 0 space is a Marine Activation space.

At the beginning of the Combat, the Initiative marker is always placed where instructed by the Combat Set up Box, and the position will vary depending on the Threat Level.

3A. Actions

If Marines have the Initiative

ACTIVATION AND ORDERS

If the Marines have the Initiative, choose a Marine to Activate that has not already been activated this Combat, or is able to Activate again.

Important: a Marine can never Activate more than twice per round of Combat, even if a combination of effects would otherwise allow it. Once the Marine has been Activated, choose and resolve Orders for that Marine.

ORDERS

Each Marine must take 2 of 5 different Orders during his Activation. The possible Orders are **Fire, Specialist Skill, Move, Take Cover,** and **Idle.**

It is possible to take any combination of Orders, in any order, with the following exceptions:

You cannot take the same Order twice, AND You cannot take the Fire Order and the Specialist Skill Order on the same Activation.

The Orders are resolved as follows:

► **Fire** – Resolve a Combat test with the Weapon or Gear (e.g. Grenade) that the Marine will use (see next section).

► **Specialist Skill** – Resolve as set out on the Marine's Specialist Skills card (left-sided red box).

► **Move** – Move the Marine to an empty space on the bottom half of the Combat Board. **You must move the**

Marine to a new space, he cannot Move and remain in the same space. You must take the shortest possible route to the new space. The Marine can pass through spaces occupied by other Marines, but must end on an empty space. Movement can be in any direction. Each space entered by the Marine costs 1 Initiative.

► **Take Cover** – Recover Soft Cover markers (place them back under the Activation marker) up to the maximum as set out on the Specialization card. The first Soft Cover added costs 2 Initiative. Any additional Soft Cover added costs 1 Initiative per marker.

► **Idle** – No effect. This Order has zero Initiative cost.

Example: Elika is activating Vinson. He's already taken quite a lot of Damage, so she decides the best option is for him to avoid taking a Wound card is by getting him as much Hard and Soft Cover as possible on his Activation.

She first gives him a Move Order, moving him 1 space to a space with Hard Cover 1. She then gives him a Take Cover Order. As a Level 2 Scout Vinson can have up to 2 Soft Cover 2. He currently doesn't have any 3.



Restoring the first Cover would cost 2 Initiative. Adding the second would cost an additional 1 Initiative. Elika decides to add the second. This brings the total cost of

Vinson's Activation to 4 Initiative. Erika updates the Initiative Track accordingly 4, and places 2 Soft Cover markers under Vinson's Activation marker. She then flips his Activation marker to its red side.

COMBAT TESTS

If taking a Fire Order, you need to resolve the following steps:

- 1) Decide which Weapon/Gear the Marine is using
- 2) Pay the Ammo cost (if any)
- 3) Decide which Enemy is being targeted
- 4) Determine and roll the dice for the test
- 5) Calculate the number of hits
- 6) Apply the damage to the Enemy

UNDERSTANDING WEAPONS AND GEAR CARDS

Weapons/Gear cards* contain a variety of different information that may impact the Combat test.

*Here we use "cards" as an umbrella term even though some Equipment is cardboard markers.



- 1 Requires Fire Order to use
- 2 **Firing Modes:** The Weapon has 1 or 2 rows on the top, representing Firing Modes
- 3 **Initiative cost:** The cost for taking the Fire order
- 4 **Base Strike and Crit dice:** The starting Strike and Crit dice you will use for the test

5 **Ammo type required:** If the Weapon requires a specific Ammo type to Fire in this Mode

6 **Aimed Shot possible:** If the Firing Mode allows for an Aimed Shot, it will have this icon . If not, it will have this icon

7 **Range:** Each Weapon has a maximum Range and Range-based modifiers (can vary by Mode)

8 **Special effects:** Each Weapon has a Special Effect

9 **Load and use restrictions:** Each Weapon has a Load value and, in some cases, restrictions on which Marines can use them

Decide which Weapon/Gear the Marine is using

Marines can be equipped with multiple Weapons and Gear that can be used to Fire. However, only 1 Weapon/Gear can be used for a Fire order.

Pay the Ammo cost

Certain Weapons require Ammo to fire, either in all cases (like the M79 Grenade Launcher) or in automatic Fire Mode (like the M16 Assault Rifle). When a Weapon requires Ammo, this is highlighted by an image of required Ammo type on the card. If using such a Mode, before resolving the Combat test, you need to flip/discard the relevant Ammo type from the Marine executing the Fire Order. If a Weapon does not have an Ammo icon, for game purposes it can fire as if the Marine had unlimited ammunition for that Weapon type/Fire Mode.

Decide which Enemy is being targeted

You can fire as many rows away from your Marine's location as your Weapon / Fire Mode / Gear allows. You can target any single Enemy marker within Range. The location of the Enemy marker within the row does not matter for Range purposes, but there may be Line of Sight (LoS) penalties (see below).

Note the **Flamethrower** targets all Enemies on row 1. For each Enemy it removes 3 Soft Cover, and ignores Hard Cover. Then all hits scored are applied as evenly as possible between the Enemies on row 1; you decide where any outstanding hits are applied, again as evenly as possible.



DETERMINE AND ROLL THE DICE FOR THE TEST

All Combat tests roll a base of 2 Focus dice (1 at Nighttime). The addition number and types of dice rolled is determined by 5 factors:

- ▶ Range
- ▶ Line of Sight
- ▶ Fire Mode
- ▶ Specialist Skills
- ▶ Wounds

Range

A Weapon's Range determines:

a. The maximum number of rows away that the Marine can target an Enemy – the total number of triangles is the maximum number of rows away*.

b. Modifiers to the number of Focus dice rolled – add ▲ or subtract ▼ a Focus die to the test if targeting an Enemy at that range (if the triangle is clear you neither add nor subtract).

c. If a Burst Effect can be applied – see *Burst Effect* below.

d. In some cases if a Weapon's Special effect applies – see *Fire Mode: Special Effects* below.

*Note that the space in the middle of the Combat Board separating the Enemy side from the Marines' side does not count as a row for calculating Range purposes.

Example #1: In automatic Fire Mode, the M16 Assault Rifle can shoot up to 4 rows away. If targeting an Enemy 1 row away you add +1 [die] to the test 1. If targeting one 2 rows away: the Burst Effect can be applied, you add +1 [die] 2. If targeting 3 rows it's the same as row 2, but you don't add a [die] 3. If targeting 4 rows you do not add a [die] and the Burst Effect cannot be applied 4.



Example #2: The VC is 3 rows away from Marine #6 and 5 rows away from Marine #5. Referring to the M16 Automatic Fire mode key, Marine #6 could target the VC, but would get no Focus die bonus. Marine #5 could not target the VC as it is out of range (the M16 Automatic Fire mode only has a range of 4). If Marine #5 were to move up one row, he could then target the VC with Automatic Fire mode.





Line of Sight

In addition to Range, the number of Focus dice rolled can also be affected by **LoS penalties**. This is where the drawing of LoS to the targeted Enemy is impacted by the presence of intervening Marine or Enemy markers (ignore Hard Cover markers). **For each penalty, subtract 1 [die] from the Combat test.**

To determine if this is the case, you must check the LoS between the firing Marine and the targeted Enemy.

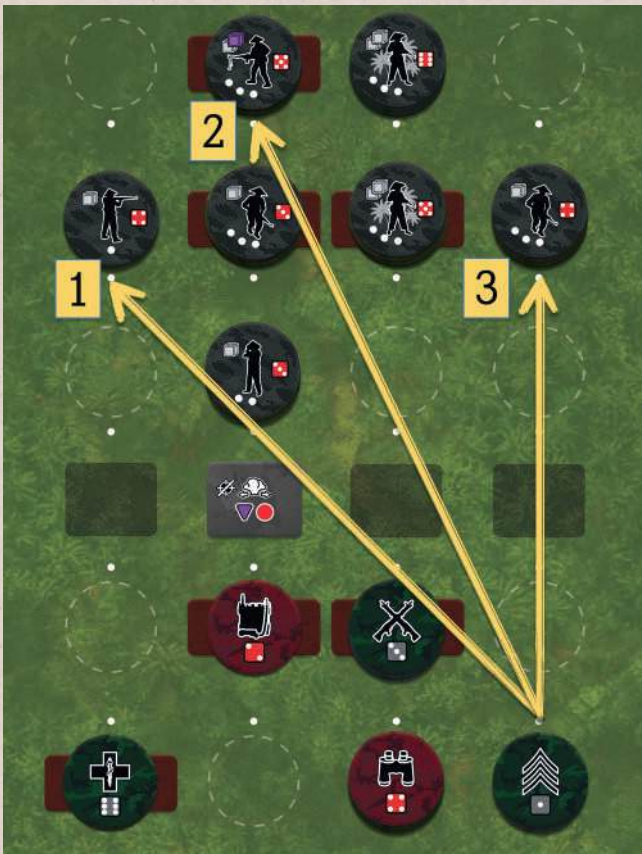
To check the LoS, draw an imaginary straight line – or use the LoS ruler provided with the game – between the LoS indicator of the firing Marine, and the LoS indicator of the targeted Enemy's space. **For every Marine or Enemy marker that line crosses, you suffer 1 LoS penalty. If you are unclear if the line is crossing the marker, assume it is.** For each penalty, subtract 1 Focus die from the Combat test.




You have an additional -2  or -1  LoS penalty if the line begins in, or crosses, a space impacted by Smoke on the Marine's side of the board (see *Popping Smoke* p. 40). **Note that it is possible to go to zero Focus dice. In that situation you cannot fire at the targeted Enemy.**

Example: The Squad Leader is using an M16 in single Fire Mode. This has a maximum range of 4 rows, so all the Enemy markers are within range.






By looking at the Range and LoS obstructions we can see how many Focus dice will be rolled for each Enemy targeted. Remember, all Combat tests always use a base of 2 Focus dice, unless it's Nighttime or otherwise instructed.



1 Enemy #1 is 3 rows away, meaning +1  Range bonus. However, the LoS passes through both a Marine and an Enemy marker, meaning 2 LoS penalties, meaning 2  are subtracted. The final # of  for this test is 1. (Though there is Smoke in the second column, the LoS would have to pass through a space on the Marine side

of the board affected by the Smoke for the LoS penalty to apply).


2 At 4 rows away there is no bonus or penalty for Range. The LoS passes through one Enemy marker, so the final # of  used is 1.

3 At 3 rows away there is a +1  for Range. There are no LoS obstructions, so the final # of  used is 3.

Some further rules about LoS:

1) If you are using an Aimed Shot you ignore 1 LoS penalty (see *Aimed Shot* rules below).

2) If the Scout is using a Sniper Rifle and taking an Aimed Shot ignore all LoS penalties.


3) If you are using a Weapon that is shooting overhead  ignore all LoS penalties. E.g. in the example left there would be no LoS penalty if the Marine was using an M79.

Play note: As a result of LoS and Range rules, how you position your Marines at set up – if you are given a choice – and the order in which you Activate and move them, becomes very important.



Fire Mode

Certain Weapons have 2 Fire Modes: single shot or automatic. Each mode will give you a different number of starting Strike and Crit dice, and potentially Focus dice (as discussed under Range above).

Aimed shot

Most weapons in single shot mode allow for an Aimed Shot . All Aimed Shots:

- ▶ Add +1 Focus die to the test AND
- ▶ Ignore 1 Line of Sight penalty BUT
- ▶ Cost 1 additional Initiative

E.g. in the example on the left, if the Marine were shooting at Enemy#1 using an Aimed Shot he would only get a -1 penalty for LoS, instead of -2. And he would get +1  for the Aimed Shot, meaning his final # of  is 3.

Depending on the Weapon, using an Aimed Shot may grant additional Special Effects.

Special Effects

Each Weapon has a Special Effect. Some will always apply. Others will only apply in certain circumstances, such as if using an Aimed Shot, or where the Range of the target corresponds with the Special Effect icon. Most of these reduce Enemy Cover, and so should be applied before applying the hits to the Enemy.

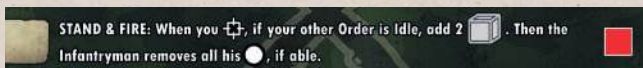
Example: The M16 Assault Rifle has a Special Effect of removing 1 Soft Cover on the targeted Enemy, in addition to the hits inflicted, but only if the Enemy is at a Range that generates an additional Focus die or Focus die and allows for a Burst Effect: up to 2 rows away for an automatic shot, or 3 rows away for a single shot.



Specialist Skills

Some Specializations may increase or change the number of dice generated by the Weapon / Gear. This is set out on the Specialization card.

Example: The Level 2 Infantryman's STAND & FIRE Skill allows him to add 2 additional Strike dice to a Combat test.



Wounds

Certain Wound cards may be detrimental to Combat tests, as indicated on them.

Example: A Marine with this Critical Wound suffers a -1 [Critical Hit] penalty on all Combat tests.



CALCULATE THE NUMBER OF HITS

Once the number and type of dice are determined based on the above factors, it's time to roll. The outcome of the roll will determine the number of hits you score against the Enemy.


APPLY THE HITS


Each Enemy Fighter has a number of Hit Points, as shown on the red die icon on it's marker. Once that Enemy has received hits equal to its number of Hit Points, it is eliminated.



However, before applying hits, it is first necessary to account for the effects of Hard and Soft Cover (see next page). Once this is accounted for, any remaining hits are applied. If the hits are sufficient to eliminate the Enemy, the relevant Enemy marker is removed from the Combat Board and placed on the eliminated Enemy tracker on the right of the Combat Board. If not, place a red die on the Enemy's marker to show how many Hit Points it has left.

BURST EFFECT

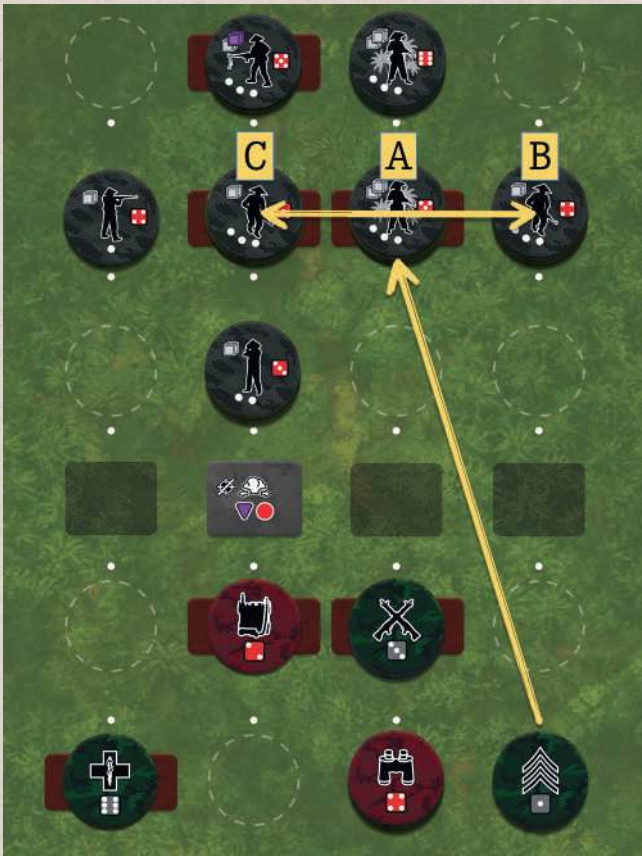
When firing at a Range with a Burst symbol , you may optionally distribute hits between the targeted Enemy and one or more adjacent Enemies in the same row ("neighboring"), applying the following rules:

- ▶ You can determine if you wish to do this, and how many of the rolled hits you wish to apply to neighboring Enemies, after rolling for the Combat test.
- ▶ Additional LoS penalties for neighboring Enemies are ignored when applying the Burst Effect.
- ▶ Any Special Effects of the Weapon, and hits removing cover from rolling 2+ matching  (see *Critical Hits* p. 40), are only applied to the targeted Enemy.
- ▶ You may not apply more hits to a neighboring Enemy than you apply to the targeted Enemy.

Example: Taking the example used before, but this time the Squad Leader is using an M16 in automatic Fire Mode at a Range of 3. At this Range and with this mode, the M16 can be used for the Burst Effect. Enemy **A** is the targeted Enemy.

After rolling for the Combat test, any hits can be distributed as desired between Enemy **A** and one or both neighboring Enemies, provided neither of them receives more hits than **A**.

The M16's Special Effect does not apply at this Range with this Fire Mode. But if it did, it could only be applied to the targeted Enemy **A**. Though Enemy **C** has a LoS penalty, this would be ignored as it is not the targeted Enemy.



HARD AND SOFT COVER

Hard Cover, as represented by brown cover markers placed on spaces on the Combat Board, represents physical protection for the Marine/Enemy in-it: sandbags, fox holes, bunkers and natural hard protection.

Soft Cover, as represented by Soft Cover markers placed under the Marine Activation and Enemy markers, represents the ability of the Marine/Enemy to avoid being hit by using tactical awareness, limited natural cover, keeping their head down, and so forth.

Hard Cover is always indicated on the Combat Set up Box. Starting Soft Cover is determined by the type and level of Specialization of the Marine, or the Soft Cover pips indicated on the Enemy marker.

Soft Cover is refreshed at the start of each Combat.

Example: A Level 3 Scout always begins each Combat with 3 Soft Cover.



This Enemy begins the Combat with 3 Soft Cover.



Soft Cover may be recovered by Marines (up to the maximum permitted by their Specialization) through the Take Cover Order. Enemy markers do not recover Soft Cover once it is removed.

The effect of both Hard and Soft Cover is to reduce the amount of hits the Marine/Enemy receives. Each cover reduces the number of hits by 1. **Hard Cover is always applied first.**

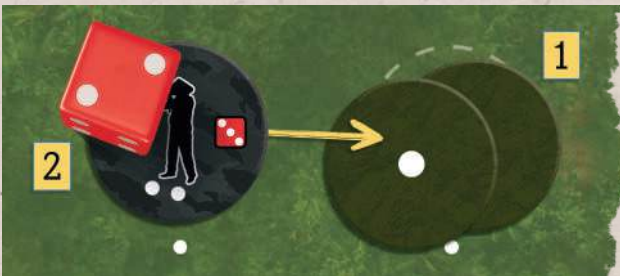
The difference between the two types of Cover is that once a Soft Cover has absorbed a hit, it is then removed. By contrast, Hard Cover remains even after absorbing a hit.

Note that certain Enemy Tactics attacks, and certain Marine Weapons, Gear, Targeting and Skills allows for both types of Cover to be removed or ignored before hits are applied.

If it is necessary to remove Hard Cover, remove the red Hard Cover marker from the relevant space on the Combat Board. Any Marine/Enemy markers remain in that space.



If one or more Soft Cover is removed, either by absorbing hits or through other effects, remove the relevant number of markers from below the effected Activation or Enemy marker.

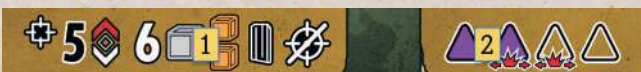
Example #1: This Enemy has just received 3 hits. 2 of the hits are absorbed by its Soft Cover. Both Soft Cover markers under the Enemy marker are removed **1**. The remaining hit is applied, meaning the Enemy has 2 Hit Points left. A red die is put on the marker to track this **2**.





Example #2: “Posterboy” starts the Combat with 2 Soft Cover as a Level 1 Squad Leader. He takes a hit, so one Soft Cover marker is removed. He now has 1 Soft Cover left.



Example #3: Lawrence is calculating the dice to roll for a Fire Order. His Marine “Lenny” is using the Automatic Fire Mode on an M16. This generates 6  and 2  dice **1**.



Because he’s shooting at an Enemy 2 rows away he gets an extra 1  for the test, in addition to the base 2  for Combat tests. At this range, he can apply the Burst Effect **2**.

“Lenny” does not have any Specialist Skills or Wounds that further affect the test, and there are no LoS penalties. Lawrence rolls the dice.

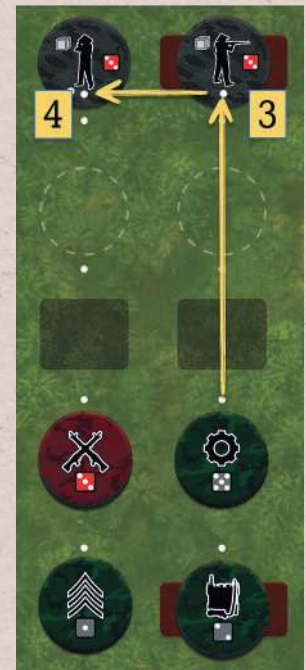
A great result. He calculates the number of hits:

- ▶ 4x matching Strikes (1 ‘6’, 2 ‘5’s, 1 ‘4’)
- ▶ 2x matching Crit (1 ‘4’, 1 ‘1’)

Total hits = 8



Because the targeted Enemy is within Burst Effect range for the M16, the hits can be distributed between the targeted Enemy **3** and any neighboring Enemy, with no additional LoS penalty. The M16 removes the Soft Cover of the targeted Enemy, but the Enemy still benefits from the Hard Cover, so reduces the amount of hits applied to him by 1. Taking this into account, Lawrence applies 4 hits, enough to eliminate him, as he only has 3 Hit Points.



The remaining 4 hits can be applied to the neighboring Enemy **4** (you may not apply more hits to the neighboring Enemy than the targeted Enemy). This Enemy has 2 Soft Cover. Because the M16’s Special Effect only applies to the targeted Enemy (on the right), 2 of these 4 hits are absorbed by the Soft Cover. The remaining 2 hits are applied, and a red die value ‘1’ is placed on the Enemy marker. It has 1 Hit Point left.

Critical Hits

If you roll 2 matching Crit dice that hit (i.e. they also match a Focus or Strike die), this counts as a **Critical Hit**. Before applying the hits remove all Soft Cover and ignore any Hard Cover.

Example: Following this Enemy attack, the Engineer (Marine ID #5) has major problems. The matching '5's do a total of 10 hits, and, because there are 2 matching Crits that hit, all the Engineer's Soft Cover is removed before the hits are applied. He will definitely be taking a Wound card.



POPPING SMOKE

Instead of making a Combat Test, a Marine using a Smoke Grenade - or M79 if the Engineer is Level 3 or higher - can use a Fire Order to pop Smoke.



This works the same as a normal Fire Order in terms of Initiative cost, but instead of making a test, you place the Smoke marker in the center space of the Combat Board, on the column of the Marine that is making the Fire Order.

There is no Range for popping Smoke. It can be used by a Marine in any position in the column. The Smoke marker is placed on its +2 Hard Cover side. When the

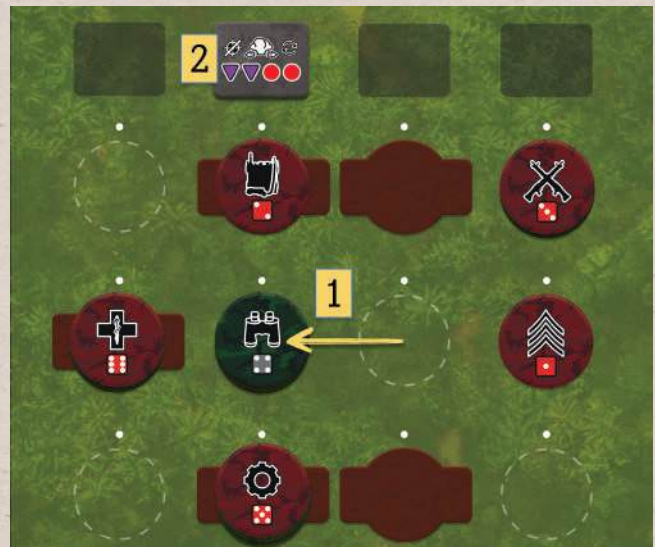
Marines next Activate it is flipped to its +1 side. When the Marines Activate again it is removed.

All Marines in that column receive the +2/+1 Hard Cover benefit, and apply the Combat test penalties (no Aimed Shot, -2/-1 LoS penalty) listed on the Smoke marker. The Hard Cover benefit is additive to any Hard Cover provided in the space.

Note: As set out in the **Line of Sight** rules (p.35-36), the Smoke also adds a -2/-1 LoS penalty to a Marine drawing a LoS from or through the 3 spaces in the column affected by the Smoke.

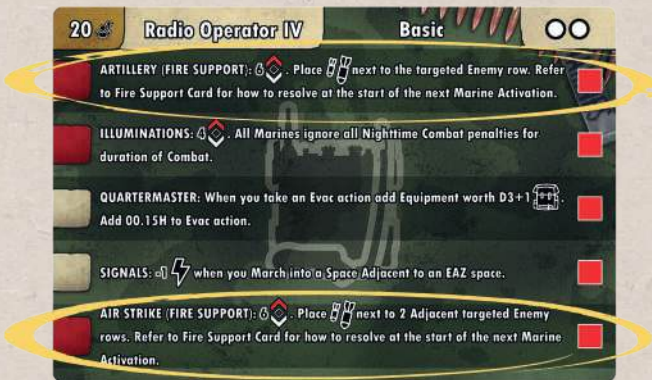
Example: It's the start of a new Combat and having taken lots of damage already this Mission, Erika is keen to protect her Marines. For the first Marine Activation, she gives her Scout (Marine ID#4), who is equipped with a Smoke Grenade, a Move Order, moving him to an Adjacent column with other Marines present **1**. She then gives him a Fire Order and he uses his Smoke Grenade. She places the Smoke marker in the center space matching his current column **2**, and discards the Smoke Grenade marker. She then updates the Initiative track, moving it 4 steps right (1 for the movement +3 for the cost of using the Smoke Grenade).

On the next Marine Activation, the Smoke marker will flip, and on the next Marine Activation after that it will be removed. In the meantime she hopes the Smoke will provide life-saving additional cover for the Marines in the column.



FIRE SUPPORT: ARTILLERY AND AIR STRIKES

During Combat, the Radio Operator (RO) can use Fire Support – a Specialist Skill – to bring in Artillery (Level 1), Illuminations (Level 1) and Air Support (Level 4). These are once per Mission Orders, unless otherwise specified.



Reflecting the time required to coordinate accurate fire support, and the small chance of friendly fire, Artillery and Air Strikes do not arrive until the next Marine Activation. At that point, refer to Table A on the Fire Support card.

FIRE SUPPORT RESOLUTION - TABLE A		FIRE SUPPORT RESOLUTION - TABLE B	
ROLL	RESULT	ROLL	RESULT
≤ RO's Intelligence	Apply Damage	1-5	Apply Damage
> RO's Intelligence	Fire Support is delayed until next Marine Activation, then roll on Table B	6	Friendly fire! Apply Damage against a random row / two adjacent random rows on Marines' Combat board

ARTILLERY DAMAGE: Roll 1D6. Remove all in targeted row if you roll a . Then each Enemy in the targeted row receives 1D3+2 hits. Remove per Enemy.

AIR STRIKE DAMAGE: Roll 1D6. Remove all in both targeted rows if you roll a . Then each Enemy in the targeted rows receives 1D3+3 hits. Remove per Enemy.

Table A – At the start of this Activation roll 1D6. If the number is equal to or less than the RO's current Intelligence rating (after accounting for Conditions etc) then damage to the Enemy is calculated and applied. If it is higher, then the Fire Support is delayed until the next Marine Activation, at which point refer to Table B.

Table B – At the start of this Activation roll 1D6 and refer to Table B. On a 1-5 damage to the Enemy is calculated and applied. On a 6 something has gone badly wrong, and you must resolve a friendly fire incident, as set out on the Fire Support card.

To calculate and apply damage, select the row of Enemies that you are targeting – or the 2 adjacent rows for Air Strike. Then roll 1D3 plus the modifier (+2/+3) to determine the hits that apply to every Enemy in the row(s). If you roll a 6, remove all the Hard Cover on the row(s) before applying the hits.

Updating the Eliminated track

This tracks the the number of Enemies eliminated in a Combat. Tracking this is important as the more Enemies that are eliminated, the less cohesive and effective they are in Combat, and the more likely they are to retreat. This is represented by an additional Initiative cost the Enemy must pay for their Activations as the number of Enemy eliminated increases.

Example: 3 Enemies have been eliminated, so all future Enemy Activations will cost them 1 extra Initiative. If a 4th Enemy is eliminated, the extra Initiative cost per Enemy Activation will be 2.



Check for Enemy Retreat

After you place an eliminated Enemy on the Eliminated track, check to see if more than half the Enemy placed at Combat Set up (e.g. excluding any that were added by the SUPPORT Enemy Tactics marker) have been removed. If this is the case, immediately before the next Enemy Activation (before any Enemy Tactics markers are resolved), roll 1D6. **If the roll is higher than the number of remaining Enemy Fighters and Specialists on the Combat Board, the remaining Enemies Retreat. Skip to step 4.** Combat ends at this point: each Marine earns 1 Experience and the Squad draws 1 Boon card (see *End of Combat* p. 44 for more details).

Note that this roll occurs only once during the Combat. If the Enemies do not Retreat, they do not roll again, even if more are subsequently eliminated: they are going down fighting.

DRAW AND RESOLVE A COMBAT MARKER




After resolving the Tactics marker, you then move onto the core part of the Enemy Activation, which is to draw and resolve a random Combat marker from your draw cup / bag / pile, and determine the dice to be rolled.






The drawn Enemy Combat marker determines:

- 1 The Initiative cost for the Enemy of the Activation.
- 2 Any additional Focus and/or Crit dice to be added to the roll by this marker.
- 3 Any special effects of the Activation. This can be either to trigger the Enemy to move to Hard Cover, or to add an additional Tactics marker to the Action track (pictured).

Enemy Combat test

The Enemy Combat test uses a base of 2   (-1 at Nighttime), the same as the Marines. Each Enemy Fighter/Specialist on the Combat Board contributes a minimum of 1 .

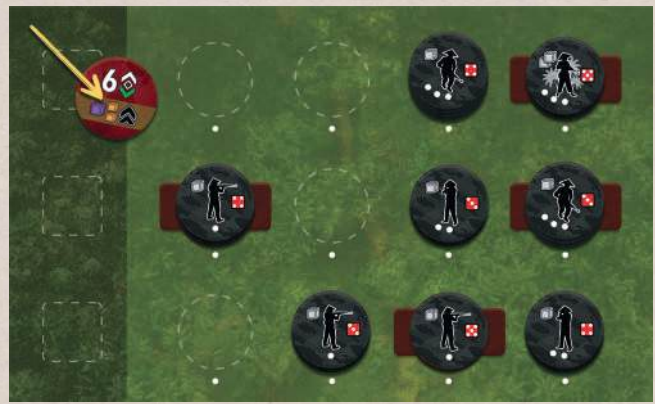
Specialists contribute in addition:

Elite: +1  | **RPD:** +1  | **Sniper:** +1 




The majority of Enemy Combat markers also generate additional Focus and Crit dice.

You roll and resolve the test similar to a Marine Combat test. However, for the Enemy test, the matches also represent the specific Marines (based on their ID number) that are hit. If more than one Marine is hit, apply the hits in order (e.g. apply hits to the Squad Leader (#1), then the Radio Operator (#2) etc). Once the Enemy Combat marker is resolved it is placed back into the cup/bag/pile; it may be drawn again this Combat.

Example: It's the Enemy's Activation and Lawrence has drawn a random Combat marker from the bag. The marker tells him to move Enemy markers to Hard Cover if possible, but this isn't relevant, as there are no free spaces with Hard Cover.




He gathers the necessary dice:

- ▶ 3  (2 base plus 1 extra from the Combat marker)
- ▶ 9  (1 per Enemy marker on the Combat Board plus 1 extra for the Elite)
- ▶ 2  (from the Combat marker).

And rolls.



He applies:

- ▶ 2 hits to the Corpsman (Marine ID #6).
- ▶ 5 hits to the Scout (Marine ID #4), also noting that 2 matching  is a Critical Hit.
- ▶ 1 hit to the Squad Leader (#1), Radio Operator (#2) and Infantryman (#3).




The 2 hits on the Corpsman are absorbed by his Soft Cover. He has no Soft Cover left now for the remainder of the Combat (unless he takes a Take Cover Order on his Activation).

The single hit on the Squad Leader is absorbed by his Hard Cover. The hits on the other Marines except the Scout are absorbed by their Soft Cover.

The Scout is in Hard Cover but the Critical Hit he received means the Hard Cover is ignored and the Soft Cover removed. He takes all 5 hits as Damage. If he receives 2 more Damage he'll take a Wound.



Move the Initiative marker towards the Marine side

Move the Initiative marker  by the amount set out on the just resolved Enemy Combat marker, plus or minus any modifiers (the Leader Attachment reduces the Enemy Initiative cost by 1, the Eliminated track increases it by up to 3).

MINIMUM INITIATIVE COST

As with the Marines, the Initiative marker must always move by a minimum of 3 spaces as a result of an Enemy Activation. **This is a hard minimum.**

4. Check for end of Combat

After resolving each Marine or Enemy Activation, check if the Combat has ended.

This happens when:

- ▶ It's the Marine's Activation and 3 or less Marines remain in the Squad, OR
- ▶ It's the Marine's Activation and all 6 Marines have Activated, OR
- ▶ The Enemies retreat, OR
- ▶ All the Enemies are eliminated, OR
- ▶ Specific Event instructions have been met.

If none of these conditions have been met, repeat steps (2) to (4) of the Combat Resolution sequence (p. 32).

If 3 or less Marines remain, the Mission is over (see *End of Mission* p. 51).

If at least one of the other conditions have been met, proceed to step (5) End of Combat.

5. End of Combat

Check Load Capacity

If any Marine took a Wound card, check his new Load Capacity to see if he needs to swap or discard Equipment.



Reduce Threat, gain Experience and draw Boon card(s)

At the end of Combat, unless the Mission has been ended as a result of the Combat, take the following steps:

- ▶ **Threat:** Reduce the Threat marker to 1.





► Experience*:

- If more than half the Enemy Fighters and Specialists that started the Combat were eliminated, or they Retreated, every Marine** receives 1 
- If all the Enemies were eliminated, every Marine** receives 2 

**Excluding Marines that have left the Mission early due to Evac.

► Boon*:

- If more than half the Enemies that started the Combat were eliminated, or they Retreated, draw 1 Boon card.
- If all the Enemies were eliminated, draw 2 Boon cards.

*Note that the Squad does not gain  or Boon if the Combat was ended early by the Squad Leader's PULL BACK Specialist Skill. In that case each Marine must lose 1  if possible.

6. Continue the Mission



The final step is clean-up. Remove all markers from the Combat Board, and place the Enemy markers back in their relevant piles / bags / draw cups.

You can now continue to resolve the Event or Continue the Mission as directed.


DAMAGE & STRESS

The Marines have varying levels of physical and mental resilience. This is shown on their Profile cards in the form of Damage and Stress Thresholds.



Example: Private "Frenchie" Civo has a Stress Threshold of 8  and a Damage Threshold of 6 .

Damage

Marines receive Damage  from:


- Certain Encounters and Events
- Spending SPs when the Stamina track is at 0
- When they take hits in Combat

Damage does not remain between Missions.

It is removed:

- a. if a Wound card is drawn (see below).
- b. by certain Encounters and Events.
- c. by First Aid.

Stress


Marines receive Stress  from:

- Certain Encounters and Events
- When they take a Wound (see **Wounds** below)

Stress remains between Missions, and so should be tracked for each Marine in the Mission Logbook.

It is removed:

- a. if a Condition card is drawn (see below).
- b. if the Marine is returning from a Hospitalization (see below). In which case, all the Stress is removed.
- c. by certain Encounters, Events and Boon / Lucky Charm cards.
- d. by the Level 2 Corpsman Specialist Skill PEP TALK.
- e. By certain R&R activities (see **R&R** below).

Example: Private Civo receives enough Damage to take a Wound. He draws a Flesh Wound card. Among other things, this instructs him to take 1 .



WOUNDS & CONDITIONS

If, after having applied all the Damage received from an Enemy attack, Event or Encounter, a Marine's total Damage is equal to or greater than their Damage Threshold, you remove all of their Damage and immediately draw a random Wound card.

Similarly, if, after having applied all the Stress received from a Wound card, Event or Encounter, a Marine's total Stress is equal to or greater than their Stress Threshold, you remove all the Stress and immediately draw a random Condition card.

Alternatively, a Marine may be required to draw a Wound or Condition card as the result of an Event or Encounter. In this case, remove all the Marine's current Damage or Stress, respectively, then draw and apply the card as per the process below.

Wounds

Wounds are the result of accumulated cuts, splinters, shrapnel, bullets, burns, and so forth.

A Wound card has the following information (not all Wound cards will have all of these features):



- 1 The Wound card number.
- 2 The immediate Stress you must add to the Marine when he draws this card.
- 3 Any impacts on physical-related Traits and Load Capacity.

4 If, as a result of the Wound, the Squad must add a Walking Wounded or Littered marker to the Tracker board.

5 If the Marine must be Hospitalized following the Mission, and the bonus Experience they will add at the end of the Mission as a result of having this Wound.

6 The reduction in the Marine's Damage Threshold. This applies until the end of the Mission (meaning it's easier to take subsequent Wounds after the first on a Mission).

7 Any impacts on Orders and Combat tests.

8 The Wound card type.

There are 4 types of Wound cards:

- ▶ Flesh
- ▶ Deep
- ▶ Critical
- ▶ K.I.A.




The first Wound card a Marine receives is placed under his Profile card, such that it overlaps with the Damage Threshold reduction number directly above the Damage Threshold on the Profile card. In addition, a red cube is placed at the top of the Marine's Wounds track.

If the Marine draws another Wound card that Mission:

- 1) Add another red cube to the Wounds track
- 2) Add the additional Stress indicated by that Wound card
- 3) Check the number of the Wound card. If it is higher than the existing Wound card the Marine has, it replaces it (the replaced card is shuffled back into the Wound deck). If it is lower, it is shuffled back into the Wound card deck.

If the Marine receives a 3rd cube on his Wound track, he is eliminated. Flip his Profile card and apply the effects of K.I.A. (see *K.I.A.* below).

If the Wound card reduces the Marine's Load Capacity, this is applied at the end of the Combat. Any Equipment the Marine can no longer carry can be swapped with other Marines, or must otherwise be discarded.

A Wound card may prevent a Marine from taking an Aimed Shot. There are  markers you can place on the relevant Marine's Weapon card as a reminder.


K.I.A. card

Note that the K.I.A. card is shuffled into the Wounds deck at set up. If it is drawn, the Marine is instantly K.I.A. In this case **do not** shuffle the K.I.A. back into the deck after applying it. It cannot be drawn again this Mission.

Example: Private "Black" J. Ray has taken Damage in Combat, enough to breach his Damage Threshold. He already has a Wound card from earlier in the Mission.

Lawrence removes all Ray's Damage and draws a Wound card. It's higher numbered than Ray's current Wound so he replaces the current Wound card with the new

one **1** (reshuffling the old card back into the Wound card deck). Because this is the second Wound Ray has received this Mission, Lawrence adds a second red cube to his Wounds track **2**. One more Wound this Mission and Ray will be K.I.A.

The Wound card adds 4  to the receiving Marine, which Lawrence adds **3**. At the end of the Combat Lawrence must reduce Ray's Load by 3 to 8 **4**. If he was holding Equipment with a total Load value of more than 8, Ray would have to discard down to 8.

The Wound card also reduces Ray's Damage Threshold by 3 to 4 **5**. It will be a lot easier for him to take another Wound now.

If the drawn card had been lower than the current card, the only thing Lawrence would do would be to discard all the Damage, apply any Stress as set out on the drawn Wound card, and add another red cube to the Wounds track.

Unlike Conditions, Wounds do not remain between Missions. However, Critical Wounds will result in a Hospitalization for the Marine in question.

[C.09] **Severe Condition** +2  -3  **5**  +2  [Move]  +1  [Fire] [W.08]

[MP.05] 7  7  **1**

"BLACK" J. Ray

3   -1   -1   11 **4** -3 

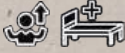
After the mission

1   0

2

ALL IN: Prior to any  test, take 1  to add +1 .
Prior to any  test, add 1  to add +1 .

Hospitalization

If you draw and place a Critical Wound card (with this icon  on the bottom right), the Marine must miss the next Mission. Keep note of this in the Mission Logbook. He must return to the Squad on the subsequent Mission (i.e. any replacement will only be used for 1 Mission).


The Marine receives Experience from completing Objectives as normal for the Mission on which the Wound was received (even if they were Evac'd before the Mission was completed). They also receive Experience for taking the Wound (as set out on the Wound card).

After returning from Hospitalization, they:

- ▶ Remove all Stress, AND
- ▶ Remove 1 Condition cube if they have 2 (but still retain their current Condition card).

Walking Wounded, Littered and K.I.A.

Some Events and Wound cards will require the Squad to add Walking Wounded or Littered markers to the relevant space on the Tracker Board.

While these are technically linked to a specific Marine, this is abstracted away to the Squad level: even if Littered, a Marine is considered to act normally (though with the effects of the Wound card). If a Marine is K.I.A., you need to add the K.I.A. marker representing the body of the Marine being carried by the Squad .

These have the following effects:



Walking Wounded

All March Actions take +00.15H

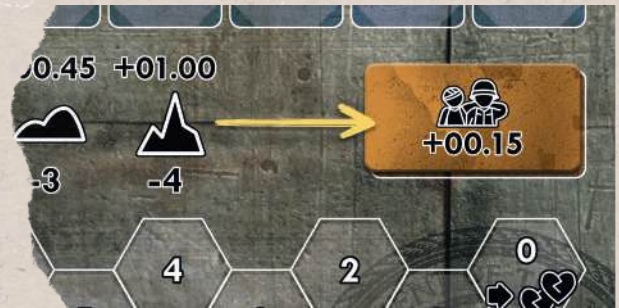


Littered & K.I.A.

All March Actions take +00.30H and +1SP

The Squad may accumulate multiple such markers during a Mission. The effect is not cumulative. **Apply just one – the most detriment – even if you have multiple.** The markers are removed if directed by an Event, if the Marine(s) with them is Evac'd, or at the end of the Mission.


Example: A Wound card has the Walking Wounded icon on it, so the marker is placed on the Tracker Board in the relevant space as a reminder.




K.I.A.

A Marine can become K.I.A. either through:

- ▶ Drawing the K.I.A. card when drawing a Wound card (only once per Mission), OR
- ▶ Adding a 3rd cube to the Wounds track.

If a Marine becomes K.I.A. he is immediately removed from the Mission and the Campaign. Every other Marine in the Squad takes Stress equal to 6 minus their .

When a Marine is K.I.A. you need to add the K.I.A. marker  to the Tracker Board, representing the Litter his body is being carried on.

K.I.A. / Evac'd Marines Activation markers

If a Marine is removed from the Mission K.I.A. or Evac'd, assign that Marine's ID marker to another Marine in the Squad. This represents the additional burden on the Squad from the lost Marine. Remove his Activation marker from the Combat Board for this Mission.

The Marine with the additional ID marker:

- ▶ Takes any Test or decision in an Encounter or Event which refers to the Specialization of the Marine that was removed.
- ▶ Activates for the removed Marine in addition to his own Activation in a Combat (flipping his own Activation marker twice* per round). If he receives the ID marker during Combat and he has already Activated, but the K.I.A. Marine has not yet Activated, flip his Activation marker to its unactivated side.
- ▶ Receives all the Damage that would otherwise apply to the removed Marine (in Combat hits that would apply to the missing Marine are combined with hits to the Marine with his ID marker - Cover is only applied once).
- ▶ Receives an additional 1 Experience if he survives until the end of the Mission.

(* Remember no Marine may ever Activate more than twice in a single round of Combat, even if it is possible to do so through a combination of this and the Squad Leader's Specialist Skills).

Any Marine can take the ID marker, but a Marine may never have more than 1 such extra ID marker. If the Marine with the additional ID marker is also removed from the Mission, both his ID marker and the additional ID marker must be assigned to 2 of the remaining Marines.

Example: Private Ray took another Wound and became K.I.A. Lawrence decided to pass his ID (#2) marker to Private Donaldson.

For the rest of the Mission, any Damage that would otherwise be assigned to #2, any random Event or Encounter that applies to #2, and any Event or Encounter that applies to the Radio Operator (Ray's Specialization), must now be applied to, or resolved by, Private Donaldson.

It means he's going to take a lot more Damage in Combat, but if he gets through it he'll get an additional 1 Experience for his troubles.



Conditions

Conditions are the result of the ongoing stress of war having a more permanent impact on a Marine's mental health. There are 4 types of Condition cards:

- ▶ Mild
- ▶ Moderate
- ▶ Severe
- ▶ Very severe



A Condition card has the following information:



- 1 The Condition card number
- 2 The ongoing reduction in that Marine's Trait (e.g. a Marine receiving C.10 will have his Intelligence and Willpower Traits reduced by 1 while he has this Condition).
- 3 The ongoing increase in the Marine's Stress Threshold (e.g. a Marine receiving C.10 will have his Stress Threshold increased by 2 while he has this Condition).

Conditions work similar to Wound cards. When a Marine receives his **first** Condition card:

1. Remove all Stress from that Marine.
2. Place the card under the Marine's Profile card such that any impacts on Traits and the Stress Threshold align with the Marine's Profile card.
3. Place a red cube on the Marine's Conditions track.

Conditions remain between Missions, and so should be tracked for each Marine in the Mission Logbook.

A Condition card cannot be removed, except by being replaced by another Condition card that has a higher number. However, if a Marine has 2 cubes on the Condition track, 1 can be removed if the Marine is Hospitalized.

Example: As a result of an Event, Private Brown has received Stress equal to his Stress Threshold. Lawrence removes all Brown's Stress markers and draws a Condition card - a Moderate Condition. He places the card under Brown's Profile card **A**.

He adds a red cube at the top of Brown's Conditions track **B**, to show how many Conditions Brown has received so far in the Campaign (this is his first).

The Condition card shows that Brown's Willpower is now reduced to 2 **C**, and his Stress Threshold is increased to 8 **D**.

Design note: Unlike Wounds, which reduce the Marine's Damage Threshold, Conditions increase the Stress Threshold. This represents the Marine becoming more disengaged from the reality and strain of the war as a result of the Condition.

If the Marine is required to subsequently draw a second Condition card, it works the same as with a Wound. All the Stress is removed, a second red cube is added to the Marine's Conditions track, and the new card is placed if the card number is higher than the current card, which is shuffled back into the deck. If it's lower, the card is shuffled back into the Conditions deck.

Breakdown

A Marine suffers a Breakdown if he is required to add a 3rd cube to the Condition track at any point during the Campaign.

If a Marine has a Breakdown, he continues the current Mission, but is removed from the Campaign at the end of the Mission. There are no consequences for the rest of the Squad.



END OF MISSION

A Mission ends in 3 ways:

- ▶ You meet an **END** of Mission trigger as set out in the Mission-specific rules or Event text.
- ▶ You return to Base or Evac before meeting the End of Mission trigger.
- ▶ 3 or more of your Marines in the Squad are removed from the game (Evac or K.I.A.).

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

1. Read and apply the relevant end of Mission text.
2. Remove all Damage from your Marines.
3. Remove all Wound cards and cubes on the Wounds track from your Marines, adding Experience where the Wound card is Deep or Critical.
4. Each Marine who has a Critical Wound card is Hospitalized. He skips the next Mission.
5. Exchange any unused Boon cards for Boon points.
6. Award Experience for Objectives.
7. Upgrade your Marines if possible.
8. Resolve R&R.
9. Update your Mission Logbook, noting any relevant Motivation metric, and for each Marine:
 - a. how much Stress the Marine ended the Mission with,
 - b. how many Condition cubes he has,
 - c. his current Condition card (if any),
 - d. and any unspent Experience and Boon points he has.

After completing these steps you may proceed to the next Mission. Remember that for the next Mission, if you have a Marine Hospitalized, K.I.A. or that suffered a Breakdown you will need to select


a new Marine to replace him at the start of the next Mission (see *Squad Set Up: Replacements rules* on p. 13).


Experience


Each of your Marines *individually* gains the stated Experience for the Squad's completion of the Primary and Secondary Objectives. This includes Marines that didn't complete the Mission due to being Evac'd.


If the Squad did not complete any Objectives, each Marine just receives **2** Experience.



This is in addition to Experience gained from Combat, passing DIFF3+ tests, and certain Events and Encounters (**see Player Aid 7 for a table with all the sources of Experience**).

When Experience is gained during a Mission, place Experience markers  of the value gained by the relevant Marine(s)'s Profile card. Experience is used to upgrade your Marines' Specialization.


Level 1 → 2 = **10** 

Level 2 → 3 = **15** 

Level 3 → 4 = **20** 

Discard  spent for upgrading. Any remaining  rolls over to the next Mission, so note it down in the Mission Logbook. Hospitalized Marines are still able to upgrade at the end of the Mission that they are Hospitalized.

Experience cannot be shared between Marines.

When you upgrade, flip or replace the current Specialization card with the next level up. Note that you cannot upgrade more than once at a time, even if you have the  to do so.

Resolve R&R

Rest and Relaxation (R&R) allows your Marines, excluding those that are Hospitalized, the opportunity to take advantage of recreational activities offered between Missions. At the end of each Mission you **must** resolve R&R.

There are 3 locations where the R&R may occur:


- ▶ **Base**, or
- ▶ **Town**, or
- ▶ **Da Nang**.

The location will depend both on the Mission, and Log Entries the Squad obtains during the Mission. This will be set-out in the End of Mission section of each Mission.

When resolving R&R, you will need to refer to the R&R Player Aids (8-10), and look for the sub-section with the relevant location where the R&R is taking place for this Mission.

For each location there will be a table that determines what happens to the Squad on the R&R. You roll 1D6 to determine the initial situation.

Roll	Outcome
1 - 2	'Shit Happens'
3 - 5	'Score' (Base), 'Vice' (Town), 'Bright Lights' (Da Nang)
6+	'Something to write home about'

The Mission outcome may provide dice roll modifiers that you apply. In addition, before making the roll, you can spend Boon points (excluding those held by Hospitalized Marines) to gain an additional modifier. For every 2 Boon points  you spend, you gain a +1 modifier on your roll.

After determining the outcome after modifiers, each outcome will then lead to a second 1D6 roll, to determine specifically what happened to the Squad in that situation in that location. This may be negative, neutral,

or positive for the Squad, depending on the outcome. It may not be modified by spending Boon points.

It is possible that you will get the same outcome twice on the location table. If you do not want this to happen for narrative purposes, just reroll until you get a different result.

If your Squad is missing one or more Marines on an R&R, just reroll any Marine-specific rolls that apply to them until a Marine that is currently in the Squad is selected. Assume temporary replacement Marines go on the R&R before they rotate out.

Boon cards

Boon represents intel, goods, scuttlebutt, and other types of tangible and intangible currency the Marines accrue during their Missions. Boon points are typically obtained through Boon cards (though may also be awarded by some Encounters and Events).


Boon points may be retained between Missions if a Marine does not wish to spend it as part of the R&R step.


Boon points are principally used to improve the outcome of the R&R phase. However, they can also be used in certain Events and Missions to improve the Squad's situation, and so it's useful to keep some in reserve if possible.

Boon cards contain the following information:




- 1 The special effect of the card if used during the Mission.

2 Which Marine receives the card, and gains an immediate 1 Boon point  from the card being drawn.

3 A reminder that if the card isn't used during the Mission, it is exchanged for an additional 1 Boon point  at the end of it.

4 A random direction generator.

When a Boon card is drawn:

- ▶ Give 1  to the Marine who has the named Specialization
- ▶ Give the drawn card to that same Marine.


That Marine may use the Special Effect of the card during the Mission the card was obtained. If so, the card is discarded from the game (it will be reshuffled into the deck at set up of the next Mission).

Example: The Scout can discard the card BN.01 (image on the left) to reduce the Threat level as part of a March Action.

Note that it is not possible for a Marine to hold more than 1 Boon card.

If the Marine already has a Boon card, and another is drawn for his Specialization, you may choose to discard it and keep the newly drawn card, or discard the newly drawn card.

If an Event or Encounter states to give a Boon card to a particular Specialization, draw cards from the Boon deck until you find a card relating to that Specialization. Then reshuffle the Boon card deck.

If the card is not used for its effect during the Mission it was obtained, it must be discarded at the end of the Mission. The Marine gains another 1 .

Boon cards also have a separate use unrelated to Boon, which is to act as a **random direction generator**. Most commonly this will be used for the random determination of EAZ markers, if required by an Encounter or Event. Draw the top Boon card, determine the random direction, then shuffle the drawn card back into the Boon deck.

Example: You need to randomly place an EAZ marker. You draw this Boon card. It instructs you to place the EAZ to the east of the Squad's current location.



OPTIONAL RULES

There are two optional rules for players that want more, or less, challenge in Combat. It is recommended that you do not use the Hidden Enemies rule for your first playthrough of the Campaign.

A third optional rule allows for competitive play.

1. Hidden Enemies

Using this rule, you do not initially know which Enemy you are targeting in Combat.

During the Combat Set up, place near the Combat Board the Hidden Enemies reminder markers corresponding with the Enemy Specialist markers in the Combat.

Example: If there are 2 Elites and 1 RPD, place these markers near the Combat Board.



Then take all the Enemy Fighter and Specialist markers required in the Combat and shuffle them together face-down. Place these randomly face-down on the spaces on the Combat Board where the Set up table says Enemy markers should be placed. Do not place any Soft Cover markers under the Enemy markers at this stage.

The Enemy markers are flipped face-up in 2 situations:

- ▶ At the end of each Enemy Activation, you may flip 1 Enemy marker of your choice.
- ▶ After hits are assigned to the Enemy, the relevant marker (or markers, if using the Burst Effect or Fire Support) are flipped over, to reveal which Enemy is there.

In both cases the Enemy marker is now revealed for the remainder of the Combat. Place the relevant amount of Soft Cover markers, as indicated by the pips on the Enemy marker, under the Enemy marker, then apply the assigned hits.

When determining the number of Enemy dice to roll on their Activation, refer to the Hidden Enemy markers as a reminder for which Specialists are present. If a Specialist is eliminated, remove the associated Hidden Enemy reminder marker.

Any new Enemy Fighter markers added by Tactics markers are added face-down. If you draw a Combat marker that requires you to move the Enemy to Hard Cover, move revealed markers first, then just randomly decide.

2. High/Low Threat

High Threat

If you want to make Combat more challenging, when you are setting up a Combat, set up as if the Threat were one step higher (e.g. if the Threat is Low (1-3), set up as if it were Medium (4-6)).

Low Threat

If you are struggling with the difficulty of Combat in the game, when you are setting up a Combat, set up as if the Threat were one step lower (e.g. if the Threat is High (7-9), set up as if it were Medium (4-6)). If there is no Threat level modifier in the set up instructions (i.e. for a Random Combat), move the Initiative marker 3 spaces towards the Marines' side of the track as part of the set up.

3. Sapper mode

In this mode, one player takes control of Enemy actions and Encounters in the game (the "Red player").

The Mission is set up and played as normal, with exceptions set out below. The Red player does not have a specific objective - it is a narrative role for players that like to act more as a 'games master'.

In Sapper mode, the Red player:

- ▶ Determines when and which Encounters occur
- ▶ Has 5 Sapper markers they can play to increase the difficulty of the Mission in various ways
- ▶ Determines the positioning of individual Enemies in Combat, and the order of play of Enemy Combat markers
- ▶ (*Optionally*) takes responsibility for reading all the narrative text

Encounters

During set up, the Mission Encounter deck is assembled as normal, but 2 additional random General Encounter cards are drawn, taking the deck size to 7. For Missions 8 and 9, do not draw these.

In this mode, the Red player takes the Encounter cards into their hand and is able to play an Encounter card of their choice from their hand following a Squad March action that does not end in an Event Space. The Squad still rolls the Threat die, but the Encounter card can be played by the Red player on any color of the Threat die except green (in which case no Encounter card may be played). The Red player may not play Encounter cards on 2 consecutive Squad March actions.


A played Encounter card works the same as in the standard rules. Once resolved, the card is discarded and may not be played again.

If the Red player has played all 7 Encounter cards, they have exhausted the deck and may not play any more this Mission.

Sapper markers

The Red player begins each Mission with 5 Sapper markers. Each may be played once per Mission. You may not play more than 1 per Squad Action.

The 5 markers are:

- ▶ +1 DIFF for any test (Event or Encounter) (x2). Play before dice are rolled.
- ▶ Reroll any Enemy Combat test (any number of dice, of any color).
- ▶ Redraw a played Combat marker.
- ▶ Move an  to an Adjacent space. This may not be to the space the Squad is currently in, or an Event space. Play at the start of a new Action Round, prior to the Squad Action being taken.

Enemy Combat

The Red player takes control of the Enemy during Combat. This takes two forms.

Firstly, the Red player can decide how individual Enemy markers (Fighter and Specialist) are placed on the Combat board. Similar to the *Hidden Enemies* optional rule, the Enemy Fighters and Specialists must still be placed on the indicated spaces on the board, but the player decides which Enemy is placed in which space.

Note this rule may be combined with the *Hidden Enemies* optional rule at the players' discretion, meaning that the Red player places the Enemy markers facedown. The Red player can look at these markers at any time.

Secondly, the Red player has some control over the order in which Combat markers are played. At the start of the Combat, the Red player randomly draws 3 Combat markers from the pile into their hand. On the Enemy activation, they play one of these, and then draw another. The played Combat marker is set aside, and cannot be played again until all 11 Combat markers have been played, at which point the pile is refreshed

and 3 random Combat markers are drawn again (refreshing of the pile will only occur where the Combat lasts more than 1 round).

If an Enemy movement Combat marker is played, the Red player can choose to move 1 Enemy marker to any empty location on the top-half of the Combat Board.

Narrative text

The Red player can, optionally, read all the Event and Encounter text, and present the options to the Squad players, similar to a game master in a roleplaying game.

4. House rules

Purple Haze is a very easy game to house rule. As noted in the *Design Notes*, the rules as written are what the Design team feel to be the most realistic and balanced, but the game won't break if you tweak the rules to create the game you want to play.

Post them on BoardGameGeek* if you think they work well, so others can also use them.

*<https://boardgamegeek.com/boardgame/349051/purple-haze>

DESIGN NOTES

The original inspiration for Purple Haze was an old video game on the Amiga computer system called Lost Patrol. In the video game a squad of Marines crashes in the Vietnamese highlands and must survive deadly enemy attacks and the deprivations of the jungle to make it safely back to base.

That legacy remains in the first Mission of the Campaign – the Squad’s Huey crashes and you need to get them home. But while Lost Patrol was purely about skin-of-your-teeth survival, Purple Haze is about telling the story of what happened next. After (hopefully) surviving the journey to base after the initial crash, the Squad undertakes eight more Missions, all told through the eyes of the Squad Leader. Through a combination of character development, map exploration, tests, decision-making and combat, the intention is for a story to unfold, explaining what happens to this squad of Marines, and their replacements, over the course of the next five months of their tour.

The range of different narrative outcomes that result from the Event threading mechanics, and random nature of the Encounter deck, means players are likely to have wildly different experiences. No two campaigns will be the same. One Squad will glide through a Mission, perhaps not taking a single Wound. Another, through a combination of poor luck on the Threat die and different paths followed, may barely scrape out of the same Mission with 3 Marines still alive.

As a consequence, the game is probably best enjoyed as an ‘experience.’ By all means, if you are so inclined, try to optimize your set up; undertake a rigorous analysis of which weapon provides the most fire power per Initiative and Load and equip your Squad accordingly. Playtesting has revealed there are more optimal set ups. But even the best of Squads will come undone at some point, often through no fault of your own. That’s ‘Nam.

We believe the players that will get the most enjoyment out of the game are those that focus on the story, and

that allow their imaginations to build on the work of the script – creating their own micro-narratives and personal relationships between the squad.

The setting of the game itself is a fictionalized part of the southern area of I Corps, South Vietnam. Fictionalized both in the sense of the names of locations used, and the intensity of the experience. Purple Haze is a game, not a ‘simulation’. The stories are inspired by the memories and novels of Vietnam War veterans, but no Marine typically went through the experiences of your Squad. Maybe one or two missions of an entire tour were as extreme as a standard Purple Haze Mission.

In particular, the amount of combat you experience on a Mission is very much on the high side, compared to the historical reality. However, it’s less than was originally the intention for the game (or in the video game). A design choice was made early in the post-crowdfund development process that Purple Haze needed to be a narrative-driven game with tactical combat, rather than the other way around. We want the game to err on the side of realism, not be a fight-in-each-room dungeon crawler. Combat needed to be challenging and tense, supporting the narrative, but not the central part of the game.

We hope we have achieved that. Most combat in Vietnam was confusing and fleeting, with no obvious ‘winner’. Here, for the most part, you replicate that. Each Marine normally gets to activate just once, then the combat ends. When you are ‘eliminating’ enemies, you aren’t typically killing them. Sometimes you are, but mainly you are pinning them down, forcing them back, maybe injuring them. They are most likely just pulling back to fight another day.

Your Marines accrue Damage, which can lead to Wounds. Damage is an abstract concept – it can be nicks, splinters, cuts, or just representing your luck running out. Stress is similar, but it is important to not just think of Stress as the same as Damage. Stress and

Conditions have less impact on your ability to complete the Campaign. They are more about the storytelling, and our way to try and show the mental anguish the Vietnam War created.

An obvious abstraction from reality in the game is Squad size. A standard Marine squad size in Vietnam was 14 (see the *Background Resources* section of the Marine's Handbook for more information on the USMC in Vietnam). Because we wanted to allow for each Marine to develop a personality, and in order to use a D6-based system, we have limited the size of the Squad to 6 Specialists. If it's helpful for historical immersion, imagine that there are 14 in the Squad, but the story is just focusing on the 6 Marines you control.

The volume of rules we should have in the game is something we have thought long over. Do we need an Evac rule? Will people use the Take Cover order? Is it important that you can't take an Aimed Shot at night? Or are such rules a distraction? We have fallen on the side of giving players tools to play the way they want to play, and rules that place the game in the context of the Vietnam War. This is a sandbox game with nine Missions in the base game alone, not to mention all the expansions. The rules are there to support things you might want the Marines to do, and to get better at them over the course of the campaign; not to box you into a repetitive, more limited experience. At least that's the intent. Arguably, if you want to just play a Mission as a one-off event once or twice a year this isn't going to be the right approach for you. Time will tell.

The script is written to capture how things might have been on the ground. Gritty, uncompromising, sometimes cruel. That said, even though this is an 18+ only game, we have avoided being excessively graphic, and make no reference to the sexual crimes that plagued the conflict. We do not feel a 'game' is the appropriate place to address such issues.

We hope you enjoy the experience.

The design team:

Benny, Srdjan, James & Mariusz


GLOSSARY

Ability (p.11): Each of the 30 Marines included in the game has a unique Ability that allows him to slightly alter the rules of the game. Some Abilities are once per Mission only. Place a red cube to note this.

Action Round (p.21): The two-step process that forms the core of the game. It begins with the Squad Action and updating the relevant trackers, then potentially resolving Events or Encounters.

Activation (p.33, p.42): Can be Marine or Enemy. For Marines, an Activation is the taking of 2 different Orders during a round of Combat. Once the Activation is completed, that Marine's Activation marker is flipped to show that the Marine can no longer act this Combat round. An Enemy Activation is the resolution of the bottom-most Tactics marker on the track if there is one present, then the drawing of an Enemy Combat marker from the pool/pile.

Adjacent (p.23): A Space on the map that is orthogonally or diagonally connected to another Space is Adjacent to it.

Aimed Shot (p.36): Certain Weapons/Fire Modes allow for an Aimed Shot. All Aimed Shots cost 1 extra Initiative, add 1  to the Combat Test, and ignore 1 LoS penalty. Individual Weapons may also have Special Effects if using an Aimed Shot.

Ammo (p.16): A type of Gear that is used by certain Weapons or Fire Modes. Each Ammo type corresponds with a Weapon. The Weapon card has an image of the required Ammo type. Once used an Ammo marker is flipped to its lower value side, or, if already on it, it is discarded.

Attachment (p.17): Added to a Marine's weapon to give it extra dice or effects. In the base game the only attachment is the bipod for the M60.

Base (p.22): The Base is the main base the Squad is located for this Mission. When Marching into a Space Adjacent to the Base, you do not add Threat regardless

of the Threat Die roll. When the Squad moves into the Base it ends the Mission, unless otherwise instructed.

Bivouac (p.24): A Squad Action that allows the Squad to recover Stamina Points, and carry out First Aid. The term is used interchangeably with "Bivouacking" throughout this Rulebook.

Boon (p.52): Boon represents intel, goods, scuttlebutt, and other types of tangible and intangible currency the Marine's accrue during their Missions. Boon points are typically obtained by drawing Boon cards following Combat and certain Events and Encounters, and measured in the form of points. Once obtained, it can be spent to improve the outcome of the R&R phase, or used in certain Events to improve the Squad's situation. Boon points can be retained between Missions.

Breakdown (p.50): A Marine suffers a Breakdown if he adds a 3rd cube to his Conditions Track. He ends the Mission as normal, but after that is removed from the Campaign. There are no further consequences for the rest of the Squad.

Burst Effect (p.37): When firing at a Range where the Weapon has a Burst Effect, hits can be distributed between the targeted Enemy and any neighboring Enemies (neighboring = adjacent in the same row). You cannot assign more hits to a neighboring Enemy than to the targeted Enemy, and a Weapon's Special Effects only apply to the targeted Enemy.

Campaign (p.07): The nine connected Missions you undertake to play and complete the game.

Claymore Mine (p.16, p.32): A Gear card that only the Engineer can equip. It is a one-use mine that can be optionally triggered in certain Combats.

Combat (p.28): Conflict with the Enemy on the Combat Board, as required by certain Events.

Combat round (p.32): Combat takes place over rounds, in which both Marines and Enemies Activate, until

every Marine has been Activated when it's their turn. Most Combats end after 1 Combat round, but Events may instruct differently.

Combat Set up Box (p.30): A box in an Event entry in the Mission Book setting out the number, type and position of the Enemy and Marine Activation markers for Combat set up purposes, and other relevant information related to the Combat.

Combat test (p.19, p.34): Used to resolve how many hits an Order, Enemy Combat marker or certain Enemy Tactics markers inflicts on the opponent.






Conditions (p.49): Conditions are obtained by a Marine when the amount of Stress he has taken meets or exceeds his Stress Threshold. Unlike Wounds, Conditions remain between Missions. Conditions have different effects, including to reduce the value of certain of the Marine's Traits. Conditions are tracked by cubes on the Marine's Profile card. If a Marine adds a third cube to his Conditions track he suffers a Breakdown.

Cover (Hard and Soft) (p.38): Cover reduces the number of hits Marines or Enemy take. Hard Cover is determined by the Combat Set up Box. It is permanent (though can be ignored or removed by certain Weapons). Soft Cover is determined by the Marine's Specialization or the Enemy Fighter and Specialist markers. A Soft Cover marker is removed if it absorbs 1 hit.

Critical Hit (p.40): Where a Marine or Enemy Combat tests rolls 2 or more Crit dice that match a Focus or Strike die this is a Critical Hit. Critical Hits remove all Soft Cover and ignore Hard Cover of the targeted Enemy or Marine.

Damage (p.45): Damage tracks the detrimental physical consequences of the Squad's activities on individual Marines. It will typically be accrued through Combat, but may also result from certain Events and Encounters, and Marching when Stamina Points are at zero. Each Marine has a specific Damage Threshold. If Damage on a Marine meets or exceeds his Threshold, all Damage on him is removed and he draws a Wound

card. Damage can also be removed during a Mission through First Aid, or certain Events and Encounters. All Damage is removed at the end of the Mission.

Dice (p.19, p.22, p.39): There are 5 types of dice used in the game. The Threat die  is rolled following Squad Actions to determine if Threat is increased or decreased by that action. The Focus , Strike  and Crit  dice are used to resolve Trait and Weapons tests. The Enemy Hit Points die  is used to track the remaining Hit Points an individual Enemy markers has. Any of the above dice except the Threat die can also be used to randomly determine which Marines are affected by certain Events and Encounters.

Difficulty Level ("DIFF") (p.20): The number of successes required to pass a Trait test. The DIFF will be set out in the text on the Encounter card or Event.

Encounters (p.27): Encounters are minor narrative events that occur following a March into a new Space on the map, where that Space does not have an Event marker and where the Threat die roll for that March resulted in a yellow or red face. Encounters are resolved by drawing the top card of the Encounter deck and working through the steps on the card.

Enemy Activity Zones (EAZs) (p.22): EAZs are Spaces where the enemy is known or thought to be active. They are added at set up, and added and removed throughout the course of a Mission by Events and Encounters. When the Squad takes a Squad Action Adjacent to an EAZ it generates +1 Threat. If the Action occurs in the Space with an EAZ it generates +2 Threat. EAZs also impact certain Encounters.

Enemy Combat marker (p.29, p.43): The marker you draw when it's the Enemies' Activation during a Combat, to determine the Initiative cost, dice rolled and any special effects of the Activation.

Enemy Fighter marker (p.29, p.37): A marker representing an individual 'standard' Enemy the Squad is facing in Combat. The marker sets out the Fighter's Hit Points, and the amount of Soft Cover it starts Combat with.

Enemy Specialist marker (p.29, p.43): A marker representing a specific type of Enemy Fighter that has a persistent effect on the Enemy Activation until eliminated. Can be a Leader, Elite, RPD or Sniper.

Enemy Tactics marker (p.29, p.42): A marker that triggers at the start of the Enemies' Activation. These result in one-off consequences, usually detrimental to the Marines. The number initially drawn is determined by the Combat Set up Box, though Enemy Combat markers may bring more into play.

Equipment (p.13): The collective term for Weapons and Gear. The amount of Equipment a Marine can carry is limited by his Load Capacity, and any Mission-specific special rules. Each piece of Equipment has its own card/marker that is placed with the relevant Marine's Profile card.

Evac (p.25): A Squad Action that allows the Squad to evacuate Wounded or K.I.A. Marines, non-player characters, or end the Mission.

Events (p.26): Events are major narrative events that occur following a March into a new Space on the map, where that Space has an Event marker, or when the Threat level reaches a certain point (resulting in a Random Combat Event). Events are resolved by referring to the relevant entry in the Mission Booklet. They are the prime drivers of the narrative of the Mission and Combat, and may provide branching narratives between Missions through the use of Log Entries.

Experience (p.51): Experience is earned by the Marines from a variety of sources – see Player Aid 7 for a comprehensive list. It is spent on upgrading their level of Specialization.

Fire Mode (p.36): Certain Weapons allow for single shot or automatic shot. These are known as Fire Modes. Each Mode involves using different dice.

Fire Support (p.41): The umbrella term for the Artillery, Illuminations and Air Strike Specialist Skill actions of the Radio Operator.

First Aid (p.18): This is an action that any Marine can take while the Squad is Bivouacking, providing at least 1 member of the Squad is carrying a First Aid Kit. It involves a Trait test using the Marine's Intel. Successes can be used to reduce Damage to Marines in the Squad.

Flamethrower (p.35): A Weapon only available to a Level 2+ Engineer that hits and effects all Enemies on row 1.

Forced March (p.22): This is a March that spends more SPs than the Squad has (i.e. will take them to below zero).

Gear (p.16): Equipment that isn't a Weapon. It comprises items such as Ammo, Attachments, First Aid Kits, a Claymore Mine etc.

Grenade (p.17): There are 2 types of Grenade in the game. A Frag Grenade, and a Smoke Grenade. Both can be carried by any Marine without restriction. Both types are used through a Fire Order during Combat, and resolved like a Weapon. They have 1 or 2 uses, depending on the side showing.

Hard Cover: See **Cover**.

Hit Points (p.37): Each Enemy Fighter and Specialist has between 3 and 6 Hit Points, as set out on their marker. When they take hits, after accounting for Cover, their number of Hit Points reduces. This is tracked by placing a Hit Points die on the marker, with the face showing the number of Hit Points remaining.


Hospitalization (p.48): Critical Wound cards require the Marine to go to hospital to be fixed up. A Marine that draws a Hospitalization card can continue the Mission, but then must skip the subsequent Mission, representing the time they are spending in hospital to recover from their injuries. A Marine that returns from Hospitalization removes all Stress and removes 1 cube from their Conditions track if they currently have 2.

Initiative (p.33, p.42): Initiative determines whether it is the Marines' or Enemies' turn to Activate in the Combat. The Initiative cost for a Marine to Activate is

determined by the Order he is taking, and potential other factors such as Wounds. The Initiative cost for the Enemy is determined by the Combat marker that is drawn, and potentially other factors such as the number of Enemies already eliminated in the Combat.

K.I.A. (p.47, p.48): A Marine that is eliminated either from drawing the K.I.A. Wound card, or adding a 3rd cube to his Wounds track on a Mission. His ID marker must be passed to another Marine in the Squad.

Landing Zone (LZ) (p.26): Necessary to allow for an Evac Squad action. Some Missions begin with LZs on the board. Otherwise they can be created on any non-Mountainous Space, taking 00.30H.

Line of Sight (LoS) (p.35): Used to determine if a Marine's Combat test has in LoS penalties, in the form of Marine or Enemy markers or Smoke obscuring the firing Marine's line of sight. Each penalty (obstructing marker) gives a -1  penalty (Smoke may give -2).

Littered (p.48): A marker received from some Events or Wounds that adds +00.30H and +1SP to the cost of March Actions.

Load Capacity (p.16): The maximum amount of Equipment weight the Marine can carry. The Marine's Load Capacity is set out on his Profile card. It can be reduced or increased by Specialist Skills, Wounds and Mission Special Rules.

Log Entries (p.07): Log Entries are gained through Events. There are two types of Log Entries: Mission and Campaign. Mission Log Entries are highlighted in **YELLOW**, and are only relevant for the current Mission. Campaign Log Entries are highlighted in **BLUE**, and may be relevant for the current Mission but also referred to in future Missions.

March (p.23): A Squad Action that allows the Squad to move from Space to Adjacent Space on the map. The term is used interchangeably with "Marching" throughout this rulebook.

Mission (p.07, p.09): One of nine scenarios that are played in chronological order as part of the Campaign.

Mission Logbook (p.07): Where players can track Mission and Campaign Log Entries, other Mission notes, and keep an inventory of their Marines.

Motivation (p.07, p.12): At the start of the Campaign you will select 1 of 3 possible Motivations for your Squad Leader. This will persist throughout the Campaign, even if you change Squad Leader. At the end of the Campaign you will achieve a specific narrative outcome based on your performance and Motivation.

Night Bivouac (p.24): A special type of Bivouacking that can only be taken at Nighttime. It only has 1 Threat check. The amount of SPs that can be regained is limited by the Threat level.

Nighttime (p.21): The period between 18:00 and 05:45 on the Time Tracker. Nighttime has an impact on Tests, Combat, Bivouacking, and some Events and Encounters.

Objective (p.07, p.51): The Primary and Secondary goals the Squad should try and achieve during the Mission. These are generally set out at the start of a Mission, but some may be added mid-Mission. Achieving Objectives is the principal way that the Marines earn Experience.

Order (p.33): A Marine Activating during Combat must take 2 of 5 possible Orders: Fire, Move, Take Cover, Specialist Skill, Idle. The same Order cannot be selected twice on the Activation, nor may Fire and Specialist Skill be selected together.

Point Man (p.18, p.23): The Point Man is determined at the start of a March action. It is relevant for certain Events, Encounters and Combats.

R&R (p.52): A recreational adventure of the Squad between Missions, applied at the End of Mission. The outcome can be negative, neutral or positive on the Marines.

Random Combat Event (p.22): A Combat Event triggered when the Threat level reaches a certain point, as set out in the Mission-specific rules.

Range (p.35): The number of rows the Firing Marine is from the targeted Enemy on the Combat Board.

Retreat (p.41): If more than half the Enemies that started the Combat are eliminated, a one-off 1D6 roll is made on their next Activation. If the result is higher than the number of remaining Enemies on the Combat Board, the Enemies retreat and the Combat ends.

Smoke (p.40): The placement of a Smoke marker as a Fire Order, giving additional Hard Cover benefits to Marines in the column in which the Smoke is popped, but also providing LoS penalties to Marines firing from or through the affected spaces.

Soft Cover: See **Cover**.

Spaces (p.23): Squares on the map that the Squad moves into. Each Space has an icon showing its Terrain type.

Special Effects (p.36): Every Weapon has a Special Effect that applies in certain situations – generally connected to the Range of the target or if you are taking an Aimed Shot. In most cases the effect is to remove or ignore Enemy Cover.

Specialist Skills (p.11): The unique skills each Marine gets from their Specialization. The number of Specialist Skills increases as the level of Specialization increases. Skills with a red box can be used as Orders during Combat.

Specialization (p.11, p.12): Each Marine in the Squad has one of 6 Specializations, and a corresponding ID number: Squad Leader (#1), Radio Operator (#2), Infantryman (#3), Scout (#4), Engineer (#5), and Corpsman (#6). Each Specialization has 4 levels (1 to 4). Marines upgrade a level by spending Experience. A new Marine in the Squad always starts at level 1. There must always be one of each Specialization in the Squad at the start of each Mission.

Stamina (p.21): The stamina of the Squad as a whole, measured by Stamina Points (SPs). The maximum number of SPs the Squad can have is 15. SPs are spent through Marching and certain Events and Encounters, and can be recovered through Bivouacking and certain Events and Encounters. Once the number of SPs is at zero, any additional SPs spent will result in Damage to random Marines in the Squad.

Stress (p.45): Stress is the psychological equivalent of Damage, and it is obtained as a consequence of taking Wounds and from certain Events and Encounters. Each Marine has a specific Stress Threshold. If Stress on a Marine meets or exceeds his Threshold, all Stress on him is removed and he draws a Condition card. Stress can be removed during a Mission by certain Events and Encounters, and potentially by the Corpsman. Unlike Damage it remains between Missions, but can be reduced or removed by certain R&R activities, and Hospitalization.

Terrain (p.23): There are 5 Terrain types in the game. The Northern and Southern maps have Paddy, Jungle, Hillside and Mountainous. The Quang Long map adds a new terrain type – Urban – unique to that map. The type of terrain in a Space has an impact on Marching (Time and Stamina) and some Encounters and Events.

Terrain Shift (p.27): Certain Encounters may make the next March action of the Squad subject to a left or right Terrain Shift. This means you apply the Terrain Time and Stamina effects shown on the Tracker board to the left or right of the Terrain you are entering.

Time (p.21): The time taken to complete an Action or a Mission. Measured in 15 minute increments, expressed as 00.15H in the game. It is tracked on the Time Tracker on the Tracker Board.

Threat (p.22): A general measure of the risk facing the Squad posed by enemy presence and activity. It can be low, medium or high. As the Squad moves across the map the level of Threat may increase or decrease due to the Threat die and certain Events and Encounters. Threat is set to 1 following the end of a Combat.

Trait (p.20): A Trait is an aspect of the Marine's personality or physical or mental skills. Each Marine has 5 Traits: Survival, Charisma, Intelligence, Perception and Willpower. Each trait ranges between 2 and 4, though can be reduced by Wounds and Conditions.

Trait test (p.20): A test undertaken during an Event or Encounter, using a specific Trait of a Marine or Marines.

Each test normally has a DIFF which must be equal or beaten for the Marine to succeed.

Walking Wounded (p.48): A marker received from some Events or Wounds that adds +00.15H to the cost of March Actions.

Weapons (p.16): Equipment used for Combat. Each Weapon tells you the Initiative cost of using it, the dice it rolls for the Combat Test to use it, its Load value, the Ammo it uses, if it can be used for Aimed Shot or Burst Effect, and its Special Effect.

Wounds (p.46): Wounds are obtained by a Marine when the amount of Damage he has taken meets or exceeds his Damage Threshold. Wounds have different effects, including to add Stress and make Orders in Combat less effective or more costly in terms of Initiative. Wounds are tracked by cubes on the Marine's Profile card. If a third red cube is placed in a Marine's Wounds Tracker, or at any point he draws the K.I.A. Wound card, he is eliminated from the Mission and Campaign.



EASILY FORGOTTEN RULES

SET UP

- ▶ A Radio Set must always be taken by the Radio Operator, unless otherwise instructed by the Special Mission set up rules.

COMBAT

- ▶ Unless otherwise instructed, Combat ends when all the Enemy are eliminated, have Retreated, or it is the Marines' turn to Activate and there are no unactivated Marines left.
- ▶ Matching Crit dice that do not match a Focus or Strike die are discarded.
- ▶ A Marine can never Activate more than twice per round of Combat, even if a combination of effects would otherwise allow it.
- ▶ The Initiative marker must always move by a minimum of 3 spaces as a result of an Activation (Marine or Enemy). This is a hard minimum.




K.I.A. / EVAC'D

- ▶ If a Marine leaves the Mission early due to K.I.A. or being Evac'd, another Marine takes their ID marker, performing all tests and Activations related to that Marine, and taking Damage from Events, Encounters and Combat as if they were that Marine.

WOUNDS

- ▶ Wound cards reduce the Load Capacity and Damage Threshold of a Marine.
- ▶ The K.I.A. card can only be drawn once per Mission.

NIGHTTIME

- ▶ ALL tests suffer a -1  penalty (except the Claymore Mine and First Aid). This applies to Trait and Marine and Enemy Combat tests.
- ▶ You cannot use Aimed Shot  or Fire Support / Air & Artillery Strikes  during Nighttime Combat.

SQUAD ACTIONS

- ▶ You can only undertake First Aid when Bivouacking, unless otherwise instructed.
- ▶ Prior to Marching you can re-arrange your Equipment and change your Point Man. Each Marine must carry at least 1 Ammo of their Weapon type if possible.
- ▶ You can March if Stamina Points (SP) are at zero. For every SP incurred at zero, roll 2D6 and apply 1 Damage to each Marine rolled.
- ▶ Extra Rations can be discarded while Bivouacking to recover +1 SP per marker. You may discard multiple at once.



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