

Game Design: Jay Kirkpatrick

Art: Ilya Kudriashov

SCREAM, AIM, FIRE!



Scream, Aim, Fire!

©2021 Flying Pig Games

Scream Aim Fire! is a solitaire WW2 game putting a player in control of American forces in the heart of Normandy after the D-Day landings. The player will have difficult decisions to make and will have to make the most of the limited resources available. *Scream Aim Fire!* focuses on infantry and tank combat, American forces are loosely based on the 101st Airborne division but players can decide what company the American forces belong to. Air landings are not represented in the game, as the game focuses more on the fighting and chaos of war that would have taken place after the airborne landings.

Scream, Aim, Fire! aims to create tense and fun gameplay using a smart AI system. It is an 'order dice' system. The heart of a *Scream Aim Fire!* victory is the morale score system. Morale is tracked via various actions like eliminating enemy units and achieving objectives. Morale is constantly being gained and lost, during a game the player will have to think about the best way to gain as many Morale points as possible.

This game is dedicated to all the brave men and women who fought during WW2 and sacrificed everything for their countries.

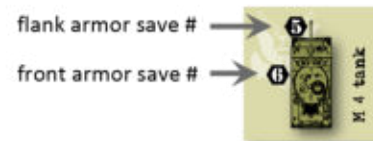
Designer's note: I have always been fascinated in WW2, watching lots of films and documentaries on the subject. Four years ago, I designed *Scream, Aim, Fire!* as a miniatures WW2 game and then I decided to improve the core rules and changed the game into a solitaire WW2 game. I have tried to create a game that provides tension, fun and decision making for the player. I hope you enjoy playing *Scream Aim Fire!* as much as I have enjoyed designing the game. *May the dice gods be with you!*

COUNTERS

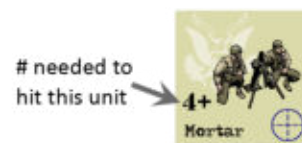
Infantry counters represent a squad of 5-10 men and an NCO.



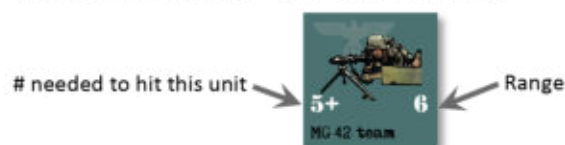
Tank counters represent 1 tank



Mortar counters represent a team of 3 men.



Mg 42 teams represent a team of 2 men.



Snipers and 1st Lieutenants represent a single person.



SETUP

Separate the Cover, Action and German Reserve cards, shuffle them and set them aside in easy reach. Likewise, set each counter type aside. A cup for the unit damage, tank hits and tank damage chits will be useful (you will draw these a lot). Each of the five game scenarios will have a list of the counters and map used, and the map will usually be placed so that the US Morale track is opposite you. That edge is North for setup purposes.

MAPS

The maps have unit silhouettes for American tanks, German tanks, MG42 positions and American mortar positions. In addition, there is a red hex with numbers around it that is used for German reinforcements, and a blue hex that is used for American reinforcements and a possible German surprise reinforcement.

PLAY SEQUENCE

Play is split between the player turn (American) and the AI turn (German). Each of these has a sequence of actions depending on the current state of the game board.

AMERICAN TURN

- 1) Enemy Spotted check
- 2) Order phase
- 3) Activate units
- 4) Reserves check

GERMAN TURN

- 5) Adjust status
- 6) German infantry actions
- 7) German MG42 actions
- 8) German tank actions
- 9) Surprise reinforcement check

AMERICAN TURN

Each of the above actions is detailed below.

1) Enemy spotted check

If there are less than five German (Infantry + MG 42) units in play, roll 1d6 on the Enemy Spotted table.

Roll	Result
1	2 German infantry
2	3 German infantry
3	3 German infantry, 2 German veterans
4	4 German infantry, 3 German veterans
5	4 German infantry, 3 German veterans
6	5 German infantry, 4 German veterans

Roll 1d6 for each unit entering play. On a result of 1 the unit arrives via the red hex. On a result of 2-6 the unit will arrive via the matching reinforcement hex (each hex is numbered). If more than two German units would be in a hex as a result of this roll, place the first two excess in the 'X' reinforcement hex and any further excess in the lowest numbered hex that has less than two units in it. **Note that each German unit has a number in the upper right.** This may correspond to the same number on an American unit and will affect that German unit's tactics.

2) Order phase

The active player will roll 5d6. These dice will be used to issue orders to your units. Each number on the dice refers to an order on the issuing orders table. An 'x2' result means you need **two** dice with that result to perform that action. For instance, your 5d6 result needs to have two '4' results to conduct mortar fire.

"We're outnumbered!" rule (optional): If there are more German units on the board than Americans, the player rolls 6d6 instead of 5d6.

Roll	Result
1	Attach Medic
1	(x2) Assault into adjacent hex
2	Infantry Move or Fire
3	Infantry Move and/or Fire
4	(x2) Conduct Mortar Fire
5	Tank Move, Fire or conduct HE Fire
6	Covering Fire
6	(x2) Sniper Fire or Spot

After rolling the 5d6, you may adjust **one** face of **one** die by **one** point. For instance, if your roll had one '4', one '5' and one '6', you could turn the '5' into a '6' to give you what you need to activate a Sniper, or turn the '5' into a '4' to give you what you need to conduct Mortar Fire. Any dice that cannot be used to activate a unit are lost.

Example - The player rolls 5 order dice; the results are 1,2,4,3,5. The player has no units that need a Medic, so they adjust that roll to '2' (new result is 2,2,4,3,5). The player can now issue orders. The player uses the two '2' results to activate American infantry units. A '2' allows the unit to Move **or** Fire, the player decides to move the units. Next the '3' is used to activate American infantry, a '3' allows the unit to Move **and/or** Fire. The player moves the unit and then conducts a Fire action. The '5' is used to activate one of the players tanks, the player has no targets in range, so he moves the tank 2 hexes. The '4' cannot be used and is lost. This completes the players turn.

After a unit performs an action, flip the counter over to show that it cannot be used again this turn (the side with lighter shade). At the very end of the turn, flip all of these back to their normal side.

3) Activate units

American units mostly move or make an attack of some sort, with special units like mortars or snipers doing things differently, and modifying units like the 1st Lieutenant affecting the rolls by and against nearby units.

Movement: A hex is defined as having the type of terrain that covers most of the hex. It costs infantry 1 movement point per clear hex, 2 movement points to move into a wood hex or hill hex, and 3 movement points for moving into a building hex. Units spending their entire movement on a road get +1 movement point. You can always move into a hex adjacent to where you started the turn.

Infantry units (including Snipers, Mortars, Snipers and 1st Lieutenant) have a stacking limit of 2. No more than 2 units may be in a hex at any time. Non-tank units may not be in the same hex as a tank, and tanks have a stacking limit of 1.

A unit can only move once in a turn, regardless of how many Move actions you have.

Fire: American infantry units conducting a fire action first check for line of sight (LOS) to their target. LOS is traced from the centre of a hex to the centre of the target hex. LOS cannot be traced *through* any part of a hex containing an image of woods or a hex with a building in it. LOS can be traced along the exact side of one hex that would block LOS (for instance, B to E on the example to the right).

LOS can be traced *into* the first hex of woods and can be traced into a building hex if within range. You cannot trace LOS through hill hexes. A unit occupying a hill hex has clear LOS regardless of intervening cover hexes (except hill hexes, which always block LOS). Units can trace LOS to the first hexes of a hill from any direction, but they cannot trace LOS into the centre of the hill hex.

Friendly infantry units block LOS, a unit cannot fire through a hex containing friendly units. Note that if you are on a hill, you are not shooting through intervening hexes, but over them, so units on a hill can shoot *over* friendly units to hit a target. Tanks block LOS through hexes with friendly tanks, but tanks do not block LOS for friendly infantry.



Clear



Woods



Hill



Building



Road

Example: Using the LOS rules, the matrix of who can see who is this:

	A	B	C	D	E	F
A	yes	yes	no	no	no	no
B	yes	yes	yes	yes	no	no
C	no	yes	yes	yes	yes	no
D	no	yes	yes	yes	yes	no
E	no	yes	yes	yes	yes	yes
F	no	no	no	no	yes	yes



If you have LOS to a target and are in range, you will roll 1d6 to see if you hit. The target number you need to hit an infantry target is printed on the counter. Both the target number and your roll may be modified by circumstance.

Cover cards - When American units fire, they will draw a cover card to see what type of cover the targeted unit has. The card will tell the player what type of cover and what dice roll modifier is applied. Even if in the open, Germans might have the benefit of incidental cover.



Each cover card has 2 entries printed on them, one for clear hexes and one for cover hexes (woods or building). When firing at an enemy unit in a clear hex the player will draw a cover card and read the 'clear hex' part of the card. If firing at an enemy unit in a cover hex the player will draw a cover card and read the 'cover hex' part of the card. Enemy units in a clear hex can gain Light Cover result (+1 to their target number) or No Cover. Enemy units in a cover hex can gain Hard Cover(+2) or Bunker(no fire, American fire order is wasted). After drawing a cover card, the player will add the number as a to hit modifier.

Example - The player fires on a German infantry unit in a clear hex. They draw the cover card above, reading the 'clear hex' part of the card. The result is 'light cover +1' so a +1 is added to the targeted unit. The enemy unit has a base of 4 to be hit, +1 for light cover, so the player now needs a 5+ to hit the unit.

The American dice roll can be modified two ways. Veteran units gain a +1 to their die roll. The unit that your 1st Lieutenant is attached to also gets a +1 to their die roll (so a Veteran unit with an attached 1st Lieutenant gets a +2), and all units adjacent to the 1st Lieutenant also get this +1 to their die roll.

If the adjusted roll is equal to or greater than the adjusted target number for that German unit, the German unit is hit. **A natural roll of '6' always hits.**

Draw a damage counter blind from the container you put them in. The German infantry damage counters are shown below.



Destroyed Unit:
+10 Morale



Destroyed Unit:
+5 Morale



No effect

The player will draw and apply the result moving the morale score up or down. Put the damage counter back into the container you drew it from.

A German unit with no Alert or Panic marker on it becomes Alert after being fired on.

If the American natural roll to hit is a '1', that unit has run low on ammunition. It cannot move or fire again until a Supply counter is used to replenish them.

No unit can Fire more than once in a turn, regardless of how many Fire activations are available.

3a) Special activations

Move and Fire: A unit *may* Move up to its full movement and *may* Fire normally. That is, it may do one, the other, or both.

Covering Fire: A covering fire action allows a unit to fire if desired and 1 infantry unit that is adjacent to it **may** move up to 2 hexes (if its movement points and terrain allow). Both units are considered to have acted, even if one of them does not move or fire.

Medic: A Medic can be attached when using a Medic order. Place the First Aid counter on the selected unit. This is not an infantry unit and does not count towards stacking limits. The Medic can reduce a unit from Panic down to Alert but can never reduce a unit back to a calm state. Roll 1d6 after placement. A roll of 4+ is needed to be successful, reduce the Panicked unit to Alert and remove the Medic after the attempt regardless of the result.

Mortar: Before a mortar unit fires it needs to have line of sight to its target. All mortar units may use the 1st Lieutenant to spot for them or may fire at targets in their own LOS. If the 1st Lieutenant has been killed, mortars can only fire at enemy units within their LOS. If the 1st Lieutenant has LOS to an enemy unit then a mortar unit can fire at that target even if the mortar has no LOS. In all cases, a mortar team will have to range in before conducting a Fire action. A 1d6 roll of 3+ is needed to range in, and do not fire if the range in attempt is failed. Mortars have unlimited range, they can hit anywhere they or the 1st Lieutenant can see. Because mortars shoot over *everything*, friendly units never block their fire. Mortars normally only fire at infantry, MG42 positions or AT guns.

Once ranged in, roll 2d6 and use the highest result to see if you hit. Targets of mortar fire do not draw cover cards, so their target number is always just what is printed on their counter. If a double '6' is rolled then 2 units are hit (which can include a tank), select a second target that is within 2 hexes of the original target. If a targeted infantry is hit, **do not draw a damage counter**; the unit is destroyed, and the player gains +5 Morale. If a targeted tank is hit, draw one tank damage chit as you would for a tank attack.

Example: The player activates a mortar unit. The unit can target any infantry or MG unit. The player selects an MG42 team as its target. The player rolls 1d6 to range in, the result is a '5', so the mortar is ranged in and can now conduct a fire action. The player rolls 2d6 needing a 5+, and the results are '5', '6'. The player uses the '6', which hits. The MG42 team is destroyed and removed from play the player moves the US Morale score up by +5.

Sniper: A sniper can either fire at enemy units or spot for friendly units. A sniper has a range of 5 hexes for sniping and unlimited range for spotting. Decide which you intend to do, then roll 1d6. On a roll of 3+ the sniper has managed to scope in on his target or get spotting information. However, if sniping and the roll is '6', the sniper has eyes on an important individual (Officer/NCO) and rolls again. If he rolls a 4+ then he has killed that individual and +10 morale points are gained, but no enemy unit counter is affected. Otherwise conduct a normal fire action. If a sniper successfully conducts a spot action, the sniper can choose an enemy infantry unit within LOS. Any unit except a Mortar firing at this spotted enemy will gain a +1 to their attack roll. **Enemy infantry never draws a cover card when being shot at by a sniper.**

Assault: Infantry can be used to assault **adjacent** enemy units. Enemy tanks *can* be assaulted. Roll 4d6, with a result of 14+ destroying the enemies. The player gains 10 Morale per unit and moves into the hex. Veteran status, 1st Lieutenant and cover will apply to the die roll, with an additional +1 if defender has a Low Supply marker, +1 if Panicked, +2 if a Sniper or Mortar is the sole defender (German assaults only) and a -2 for each defender past the first in a hex (do not count Sniper or 1st Lieutenant for this).

If the assault is failed (or aborted because of a German bunker), the unit will stay in the hex they made the attack from (American units will receive a Low Supply counter). German infantry units assault if an Action card tells them to. German infantry units follow the same procedure for assaults, with the player losing 10 Morale per American unit destroyed.

Tanks: There are 2 types of American tanks in *Scream Aim Fire!*, the M4 Sherman and M10 tank destroyer. Tanks can do one of: Move, Fire or Fire HE.

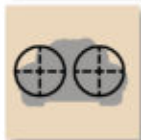
American tanks have 2 movement points, and may not move into Woods or Building hexes.

A German infantry unit will get a Panic marker if for any reason there is an American tank within 2 hexes.

American tank counters have two Armor save ratings printed on them, front Armor and side/rear Armour. These are the numbers the player will need to roll to try and save the tank from incoming fire.

For a Fire action against a German tank, you first check LOS as you would for other fire. All tanks except Tigers have a range of 5 hexes (Tigers have a range of 7). A Sherman tank draws 1 tank chit and checks for one or more crosshair icons, an M10 tank destroyer draws 2 and keeps the best result. (The 2 crosshair icons are only for German tank fire actions). If there is a hit, draw a damage chit for the effect, which will be BOUNCE, BAIL OUT (+5 Morale) or DESTROYED (+10 Morale)

Tanks using HE fire against infantry will conduct a fire action as if it were an infantry unit. Tanks roll 2d6 when doing HE fire and use the highest result. American tanks attacking German infantry only use the 'Clear hex' part of a Cover card, even if a target is in a cover hex.



Example: The player conducts a fire action against a German tank with a M10 tank destroyer. The player draws 2 tank chits due to this being an M10. The results are 'MISS' and a crosshair icon. The player uses the best result so the M10 has secured a hit on its target. The player will now draw a damage chit to see what effect the shot had against the Panzer IV. The result is BOUNCED. The shot has no effect the Panzer IV lives to fight another day.

4) Reserves check

At the end of turn 3 and onwards the player will roll 1d6. On a result of 6, American reserves arrive. The player can add 1 infantry counter to the map via the American reinforcement hexes.

Special American Rules

There are a handful of rules that apply to American actions of various types.

Supply: An American unit can receive a Low Supply counter as a result of combat actions. A unit with this marker cannot Move, Fire or Assault.



For every two units the American player destroys, they gain a Supply counter. If a unit runs low on ammo the American player can use a Supply counter to replenish the unit. A Supply counter can be used at any time.



German Reserves: Every time the American morale score is *decreased*, move the German reserve total up by 1 box. Once the counter reaches the required score for a scenario German reserves will immediately arrive. Draw a German Reserve card and place the units listed on the card onto the map via German reinforcement hexes, in the same way as you would during the Enemy Spotted check at the start of the American turn.

1st Lieutenant: The 1st Lieutenant is always attached to a particular unit. If that unit takes fire or is assaulted by Germans, the unit must roll a d6. On the result of 1 the 1st Lieutenant is killed. Remove him from play and reduce the American morale by 10 points. This roll for the lieutenant is made even if the unit takes no damage and is made *after* the unit takes fire. If the unit the 1st Lieutenant is attached to is eliminated, so is the 1st Lieutenant, for an additional 5 point American morale loss.

GERMAN TURN

Each of the above actions is detailed below.

5) Adjust Status

German units that are Panicked but no longer within 2 hexes of an American tank drop to Alert status.

German units that have a Low Supply marker on them remove it unless they were Panicked at the start of this step. German units that are Alert will remain Alert.

6) German Infantry Actions

Draw an action card and carry out the required action cross-referencing the action card drawn with the unit's state (Calm, Alert, Panicked). Complete the unit's actions before drawing the next action card for the next unit.

Each action card will have multiple options on it.

These are color-coded:

Blue - Calm (no marker on it)

Red - Alert (Alert marker)

Black - Panic (Panic marker)

You normally do both actions on the card, if possible, in order. If an action is not possible, you simply do not do it or do not do any part of an order that is not possible, and you cannot move or fire more than once, nor fire and then assault.

If the card has a Low Supply icon in the upper right, the German unit will get a Low Supply marker after its action, if it fires or assaults.

After a German unit performs its actions, flip it over to show that it cannot be used again this turn. At the very end of the German turn, flip them all back. Note that a card action of "no action" is an action that flips over the unit.

Example: You choose an Alert German unit and draw this card. The first action is "hit the dirt, fire with a +1 to their die roll". If they fire, they cannot move or fire again, so they are done and get a Low Supply marker. If they cannot fire from their current position, they move 1 hex, then fire if they are in range. If they do fire, they get a Low Supply marker. If they cannot fire, they just move 1 hex.



German Move Action: German units usually have a number on them to key them to a particular American unit. If this is the case, a German infantry unit will move towards **that** American by the path that gives them the best cover. Note that while German units have movement *points* listed, they move a number of *hexes* as listed on the action card. German infantry have the same stacking limit as Americans (2 units per hex), and Germans should be chosen to move in an order that reduces the chance of running into this limit (usually have the Germans closest to the Americans act first). If a German unit is **not** keyed to a particular American unit, it will move towards the closest American unit. **A German unit starting its turn adjacent to an American unit will count all Move actions as a Fire action.**

German Fire Action: German units will attack in the same way as Americans. German veteran units get a +1 to their attack die roll. American units in Woods or being shot from a lower elevation while on a hill give +1 to the "to hit" number on their counter, and those in a building give a +2 to this number. A natural roll of '6' always hits an American unit, regardless of die modifiers.

A German unit will fire on the following targets, in this order, based on their possibility.

- 1) An adjacent American, in the least amount of cover if there is more than one
- 2) The American whose number it has
- 3) Panicked preferred to Alert preferred to no marker
- 4) Veteran over regular infantry
- 5) The closest American in range

Example: An American veteran unit has '5+' to hit number, so a German firing at them has to roll an adjusted 5 or more to hit them. If this veteran was in Woods, the number would be 6 or more.



Fire results: If an American unit suffers a hit, it gets an Alert counter put on it. If it has an Alert counter on it already, it switches to Panic. An American with Panic cannot move or assault, but can fire with a -1 on its die roll. A hit done to a Panicked unit destroys it and any 1st Lieutenant attached to it. Remove them from play. An American infantry loss from German fire is -5 to American Morale, and -10 if the 1st Lieutenant was attached to that unit.

German Assault Action: A German unit beginning its activation adjacent to an American unit, and with Assault as its action will do this order in preference to any other. This is handled as for American assaults (page 5), with the exception that the 1st Lieutenant does not count as an extra unit on the defense. A German win eliminates the American unit(s) and American Morale is reduced by 10 per unit (15 if the assault killed an infantry and the 1st Lieutenant).

7) German MG42 Actions

MG42 teams are activated after all German infantry units have been activated. MG42 teams do not draw an action card. MG42 teams never move and always fire at the closest target, with preference for the least amount of cover, and veteran over regular infantry. MG42 teams roll 2d6 to hit and use the highest die.

8) German Tank Actions

Tanks are the last German units to be activated. They will either move or fire (not both). Panzer IV tanks have a range of 5 hexes and Tiger tanks have a range of 7 hexes. If a German tank is in range of an American tank and in LOS, it will fire at the closest one. Otherwise, it will move 1 hex towards the closest American tank, with any movement decision made with an aim of acquiring LOS. If there are no American tanks, German tanks will move/fire at infantry targets.

German tanks fire at American tanks by drawing a Tank chit. Panzer IV tanks draw 1 Tank chit, Tiger tanks draw 2 Tank chits and use the best result. If 1 crosshair icon is on the chit, the American tank may attempt an Armor save by rolling 1d6 to match or exceed its front armor number. If 2 crosshair icons are on the card, the American tank attempts an Armor save using its side armor number. A red explosion behind a crosshair means no Armor save is possible and the American tank is simply destroyed and the American side loses 10 Morale points.

If an Armor save is failed, draw 1 Tank Damage chit if being fired on by a Panzer IV, and 2 Tank Damage chits if being fired on by a Tiger (and use the most damaging result). This will have one of three results:

DESTROYED: Tank is destroyed, American side loses 10 Morale points, remove tank from play.

BAIL OUT: Crew bails out, American side loses 5 Morale points, remove tank from play (bailed out crew is a special effect and not a infantry unit).

BOUNCED: Shot fails to penetrate armor, no effect.

9) Surprise German Reinforcements

There is a chance on every turn that the Germans will pull a surprise move to throw a monkey wrench into American plans. At the end of the AI turn the player rolls 1d6, on a '6' a surprise German unit will arrive. If this happens, roll 1d6:

Roll Result

1-3 German veteran, place in blue hex

4-6 AT gun, place in red hex (or adjacent hex with better LOS to Americans)

If the chosen hex is occupied by an American unit, then choose the other result. If both hexes are occupied by an American unit or German stacking limits would be exceeded, no surprise unit appears that turn. Only one Surprise unit may be in play at a time, so this roll is ignored if one is currently in play.

German veteran: This is an elite group tasked with capturing the American 1st Lieutenant. On the German turn, they will move 2 hexes toward the 1st Lieutenant, using cover if possible and avoiding LOS to Americans in range if possible. That is, they are trying to get close without getting shot. Nonetheless, after moving they *will* fire on the nearest American unit *other than* the one with the 1st Lieutenant if possible.

If the German Veterans *end* their move adjacent to the 1st Lieutenant, they will automatically do an Assault action (instead of firing). If successful, the American unit is eliminated, the 1st Lieutenant is captured, the American player loses 10 Morale and the German Veteran is removed from play. If failed, the German Veterans are eliminated in the assault and the Americans gain 10 Morale. If the German Veterans are eliminated before the assault, the American player gains Morale as for the normal combat result.

AT gun: This is an AT gun and crew, making life difficult for American tanks and infantry. Like the Panzer IV, it has a range of 5 hexes. It does not move, but will either fire at the closest American tank or the closest American infantry, with preference for the tank. If firing HE at infantry, it acts identically to an American tank (rolling 2d6 and keeping best result).

The AT gun will remain in play until it is eliminated. If it eliminates an American tank, the American player loses Morale based on the combat result. If the AT gun is eliminated, the American player gains Morale as for the normal combat result.