



Father

If family member in same attack, +3 to Father's Strength or Handgun

Speed On Fire

5

Strength

5

Will to live

5

Begins with Handgun

Set Up: Place on F hex



Mother

Screams +2 additional hexes

Speed On Fire

6

Strength

4

Will to live

5

Begins with Handgun

Set Up: Place on M hex. Begins carrying BABY



Son

Can Hide on any hex

Speed On Fire

6

Strength

3

Will to live

4

Begins with Scout Knife

Set Up: Place on S hex



Baby

Roll 1 D6 each turn for crying. 5,6 = Crying. Carrier can't hide.

Speed On Fire

0

Strength

0

Will to live

1

Set Up: Mother Carrying. Place on MOTHER sheet.



Daughter

Bleeding Out. Roll D6 each turn, result is loss of attr. 1 = No more loss

Speed On Fire

3

Strength

2

Will to live

1

Set Up: Place on D* Hex. *Advanced Game



Hunter

6 rolled when shooting rifle, draw Kill Card. Kill = Death.

NEUTRAL

Speed On Fire

4

Strength

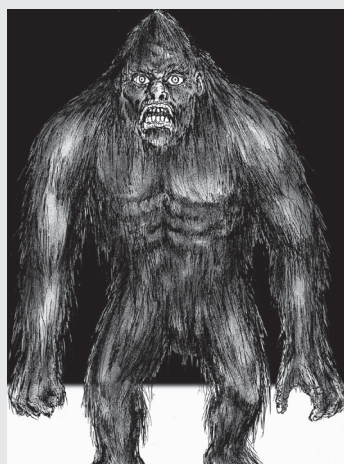
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Will to live

4

Begins with Rifle and Knife

Set Up: Place per Scream or Car Event rules



Tall Hairy Thing

Gigantic: Cannot Stack!

NEUTRAL

Speed On Fire

10

Strength

18

Will to live

8

Set Up: Place on nearest tree hex per scream roll



Pissed Off Olde Moose

Event Phase, move Moose toward nearest character and attack. On no side. Gigantic: Cannot Stack!

NEUTRAL

Speed On Fire

8

Strength

14

Will to live

4

Cannot use weapons

Set Up: Place per Scream rules



The Naked Man

Cannot be killed. If injured, each turn roll D6, result is amount of attributes healed. Heal to original number.

Speed On Fire

8

Strength

12

Will to Kill

8

Does not use weapons

Set Up: Place on Nm hex



Poppa Spud

If natural 6 rolled in attack, add additional +9.

Speed On Fire

7

Strength

9

Will to Kill

3

Begins with Stone Axe

Set Up: Place on P hex.



Ma

Blood Bite: Once a game, before attack, bite, -3 opponent attack roll

Speed On Fire

7

Strength

8

Will to Kill

5

Begins with Stone Axe

Set Up: Place on Ma hex.



Beau III

Move through Trees at 1 Speed

Speed On Fire

5

Strength

6

Will to Kill

4

Begins with Ol' Flame Breath, Torch and Antlers

Set Up: Place on B hex.



2 Wolves

Can always stack 2 Wolves with one other Berserker

Speed On Fire 1

wolf 1 wolf 2 On Fire 2

8

8

Strength

wolf 1 wolf 2

7

7

Will to Kill

wolf 1 wolf 2

3

3

Cannot use weapons

Set Up: Place on W1 and W2 hex.



Sage Moonbeam

Can keep 2 Wolves away from his hex

NEUTRAL

Speed On Fire

5

Strength

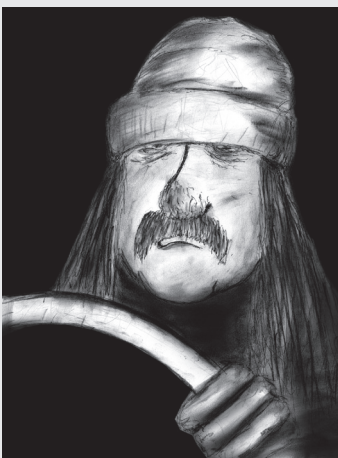
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Will to live

7

Begins with Bowie Knife

Set Up: Place per Scream or Car Event rules



Joe

When driving Plow, never slides off road.

NEUTRAL

Speed On Fire

4

Strength

5

Will to live

3

Set Up: Always place in Plow. Doubles Scream, place in Plow on nearest road



Plow

Slide off road only on natural 6

Spd 8

Stg 10

On Fire

Family Car 

Spd 0 Stg 8 On Fire

Car 1

Spd 8 Stg 8 On Fire

Car 2

Spd 8 Stg 8 On Fire

SINISTER ROLL

Berserker Players roll 1 D6 secretly for each character below.

6 = Character secretly on Berserker side if entering game, take note

- HUNTER
- SAGE MOONBEAM
- JOE
- TALL HAIRY THING