

16. FREAKFACE!!! D66 Event Table

During Events segment if an Event must occur, a player must roll 2 dice and locate the result on this Event Table. The first dice result as the "tens" digit, and the second dice result as the "ones" digit. Treat each event as it's own rule and adjustment to play.

Some events may have a tie. If tie, roll, higher roller must conduct event.

Str. = Strength, Spd. = Speed

11: Flock of Seagulls attack - Every character outside must roll an attack against a large flock of seagulls. Strength 5.

12: P.A. Announcement - Creep player may look through counter cup, draw one of their choice and place counter as mentioned on its character sheet.

13: Bullfrog attack - Character outside, furthest North is attacked by bullfrogs. Strength 3. Frog Teeth are Knife and Poison.

14: "Rinky Dink" by Baby Cortez - is played on P.A., Creep characters gain + 2 strength until the end of the turn.

15: Organ playing - Creep characters add +1 to Strength and Speed for the turn.

16: LIGHTNING - Every character on track hex is shocked by an electrical surge (FIRE). Roll Damage. Vehicles and characters in vehicles abstain. Weather Broadcast, "Increased chance of 66"

21- 23: Clear Weather - Remove all other weather. No Effect.

24: Boa Snake Attack - Character furthest East is attacked by a snake. Strength 4. If damage, *Grabbed*. Must combat each turn until escape.

25: LIGHTNING - (refer to event 16)

26: Dead body in Tent - Teen furthest South sees a dead body. Lose 1 will to live.

31-33: Wind Weather - Remove Clear and Fog Weather. -1 Movement for Characters outside. Increased chance of 66.

34: LIGHTNING - (refer to 16)

35: Tent Collapse - Tent falls on character furthest North, inside tent. 2 Damage. Cannot move this turn.

36: Jack O' Lantern seen - Teens gain +2 spd. for the turn.

41: Power Blood - Freakface!!!'s new blood has +5 speed this turn.

42: Frogs loudly croaking - Teens may Hide.

43: LIGHTNING - (refer to 16)

44-46: Rain Weather - Remove Clear and Fog Weather. - 1 Movement, +1 defense str. against Grab. Increased chance of 66.

51: P.A. Music plays - Lord Dent and His Invaders "Wolf Call" is played. All Freaks may be moved by Creep player this turn, and add +1 movement.

52: LIGHTNING - (refer to 16)

53: A mysterious vaporous Woman moves across the tent - The Fortune Teller moves to any hex.

54-56: Fog Weather - Remove Clear, Rain, and Wind. May hide in any adjacent space outside. Movement in outdoor hex is at half speed rounded up. Fog blocks Line of Sight. **Advanced:** May move full speed (any amount over 1/2) but must roll on Fog Dial to determine entire movement direction. Must move after result.

61: LIGHTNING - (refer to 16)

62: Freak Rampage - Korla Pandit's "Theme of the Underwater Worshipers" plays on the P.A. All Freaks may move and conduct an action for the Character with the Remote Control.

63: Who's there? Draw from counter cup, place character adjacent to teen character furthest North.

64: White Mystic Smoke - Teens are surrounded by a white mist. May each move 2 spaces.

65: Black Mystic Smoke - Lucian, if alive, is carried by a dark mist. Has + 5 speed this turn.

66: Hurricane - Entire tent blows down. Map is only grass hex. All character Speed -1. Players must roll Damage each turn. Players can choose to play without hurricane.

Print Following Character, Vehicle, and Sinister Roll Sheets.
Files may also be downloaded from "Pit of Infinite Shadow" store.

SINISTER ROLL 6

NAME	Sinister	NAME	Sinister
Barry		HE-BEAST the Barbarian	
Swami Pubupadi		Tito Tubbs	
Grave Digger Ticket taker		Legs	
Organist		Hobo	
Biker Gang		Joey	
Nova Top Tease Girlie		Ghost	
Smoke Lady Ticket taker		Weird Kid	

Vehicles

Each vehicle holds 2

Motorcycle	Speed	Strength
	10	3
Love Cart 1	Speed	Strength
may move 6 if inside	4 (6)	3
Love Cart 2	Speed	Strength
may move 6 if inside	4 (6)	3

If Subtracting Speed,
Subtract both speed equally



Lucinda

Speed

6

Strength

3

Will to live

4

Begins equipped with Bolt Cutters.

Set Up: Mirror Maze hex Lc



Vaughn

Speed

5

Strength

4

Will to live

5

Begins equipped with Flashlight.

Set Up: Mirror Maze hex V



Barry

Speed

5

Strength

5

Will to live

4

Played with Teens
Can be Sinister due to Sinister Roll

Begins equipped with Stick.

Set Up: Mirror Maze hex B



Randy

Speed

5

Strength

2

Will to live

4

Begins equipped with Revolver.

Set Up: Any chainlink fence hex



Biker Club

Speed

5

Strength

13

Will to live

2

Allegiance



Snuck into Sideshow.
Cannot stack with other counters.

Walkie Talkie: Place adjacent to Merry Go Round



Ghost

Speed

3

Strength

3

Will to Live

13

Allegiance



Cannot hold or use items.

Walkie Talkie: Place on empty hex in Mirror Maze



Gravedigger Ticket Taker

Speed

3

Strength

7

Will to live

4

Allegiance



Begins equipped with shovel.

Walkie Talkie: Place on any empty ticket booth "4"



Smoke Lady Ticket Taker

Speed

3

Strength

2

Will to live

2

Allegiance



Walkie Talkie: Place on any empty ticket booth "4"



FREAKFACE!!!

Speed

3

Strength

7

Will to Kill

4

Begins equipped with Syringe.

Set Up: Mirror Maze place on FF hex.



Lucian The Carny

Speed

4

Strength

8

Will to Kill

12

Begins equipped with Razor.

Set Up: Lab place on C hex.



The Fortune Teller Serena

Speed

6

Strength

6

Will to Kill

6

Begins equipped with Black Orb.

Set Up: Fortune Teller Tent place on S hex.



Motorcycle Man

Speed

6

Strength

7

Will to Kill

4

Begins equipped with Saber.

Set Up: Place on MM hex with Motorcycle.



Triangle the Lackey

Speed


3

Strength

4

Will to Kill

2

WEAPON: BITE
2 + St
same hex 

Set Up: Mirror Maze place on L hex.



Smiles the Clown

Speed

6

Strength

5

Will to Kill

7

Walkie Talkie: Place on Merry Go Round



Virgo

Speed

4

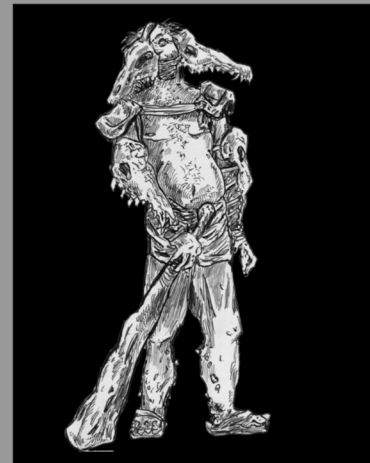
Strength

4

Will to Kill

4

Walkie Talkie: Place adjacent to any Die-O-Rama



Alligator Wrestler

Speed

5

Strength

7

Will to Kill

3

Walkie Talkie: Place on or adjacent to water hex



Robot-Piston "The Harvester"

Speed
8

Strength

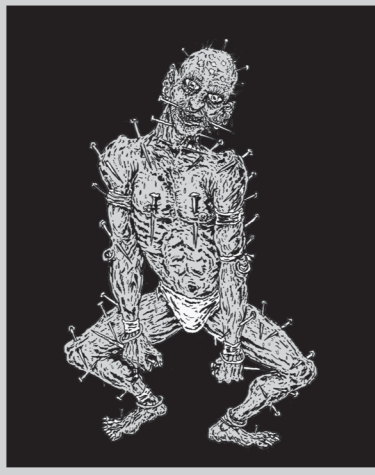


If subtracting Strength subtract both range equally ex. -1 = 11 and 7



1 Creep may ride.

Set up: Place on Hv hex



Swami Pubupadi

Speed
4

Strength

6

Will to live

4

Allegiance



Cannot be attacked by



Walkie Talkie: Place on Sw stage



HE-BEAST the Barbarian

Speed

4

Strength

8

Will to live

4

Allegiance



Walkie Talkie: Place adjacent to wrestling ring



Tito Tubbs

Speed

2

Strength

10

Will to live

3

Allegiance



Walkie Talkie: Place adjacent to wrestling ring



Organist

Speed

4

Strength

5

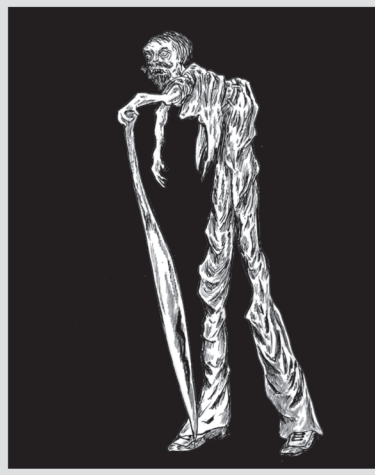
Will to live

3

Allegiance



Walkie Talkie: Place in Girlie Show tent



Legs

Speed

8

Strength

4

Will to Action

4

Allegiance



Cannot stack with other counters.

Walkie Talkie: Place on any grass hex outdoors



Hobo

Speed

3

Strength

5

Will to live

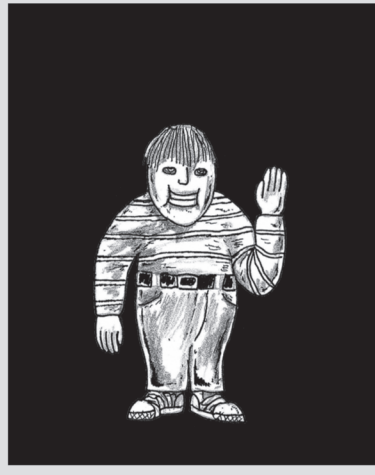
2

Allegiance



Each turn Roll D6, result 5+ use Fog Dial for movement Otherwise moves normally.

Walkie Talkie: Place on any tree hex



Weird Kid

Speed

6

Strength

3

Will to live

3

Allegiance



Walkie Talkie: Place adjacent to any Bathroom

FREAK 1



Speed

—

Strength

—

Will to live

—

Set Up : Place on Freak stage 1

FREAK 2



Speed

—

Strength

—

Will to live

—

Set Up : Place on Freak stage 2

FREAK 3



Speed

—

Strength

—

Will to live

—

Set Up : Place on Freak stage 3

FREAK 4



Speed

—

Strength

—

Will to live

—

Set Up : Place on Freak stage 4

FREAK 5



Speed

—

Strength

—

Will to live

—

Walkie Talkie: Place on Freak stage 5

FREAK 6



Speed

—

Strength

—

Will to live

—

Walkie Talkie: Place on Freak stage 6



The Electrician

Speed

5

Strength

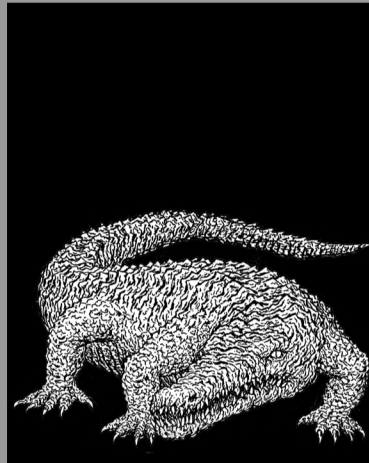
4

Will to Kill

5

Begins equipped with Remote Control

Set Up : Place in Workshop



Ol' Cranky

Speed

3

Strength

10

Will to Live

3

Always moves toward nearest character in Line of Site, otherwise Controlled by Remote Control

Walkie Talkie: Place adjacent to water hex



Joey

Speed

5

Strength

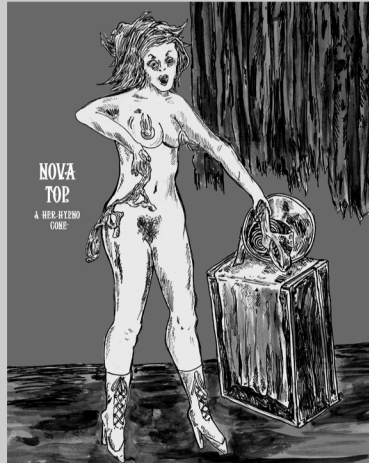
4

Will to live

3

Allegiance

Walkie Talkie: Place in any empty Love Cart or in Maze



Nova Top Tease Dancer

Speed

5

Strength

4

Will to Live

3

Allegiance

Walkie Talkie: Place on empty hex in Girlie Show