

d66

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Wyrdstone! Place a wyrdstone counter on this model. If he is taken out of action, the wyrdstone falls where the warrior fell.	Left Boot! Lucky you! It's someone's discarded left boot! You wonder if there's a foot inside. Your rash itches.	Look Out! A beam just collapsed! Pass an initiative test to get out of the way or suffer one S4 hit as the timber comes crashing down.	Lucky Charm! In this hacked and gnawed-upon corpse's hand is a lucky charm! Perhaps it'll work for you.	Assassin! A hidden assassin leaps out of the darkness! Use Johann the Knife's stats. He appears three inches away. Vanishes if out of line of sight.	Trap Door! You've found a way into the catacombs! If you enter, resurface d6+8" away in a random direction. If this is off the board, you are OOA.
Map! You've found a Map of Mordheim under all this junk! Roll to determine its authenticity before the exploration phase.	Wyrdstone! Place a wyrdstone counter on this model. If he is taken out of action, the wyrdstone falls where the warrior fell.	Crunch! You've just stepped on a little lead soldier from one of those stupid little figurine battle games. Damn kids.	Giant Spider! An oversized spider leaps at you! Spider makes one S4 attack before scuttling off.	Magic Ring! You've found a plain ring that's magical! When wearing this ring, the warrior will never suffer from hayfever.	Skaven Spy! A Skaven not from Clan Eshin has infiltrated Mordheim! He jumps and attacks you! Use Verminkin stats, armed with sword and shield.
Moldy Bread! This once was a nice loaf of black bread, but now it's soft and greenish. You think it just moved.	Fish! One of those odd fish that seem to be quite the rage in Mordheim materializes out of thin air, says something in Spanish, then vanishes.	Wyrdstone! Place a wyrdstone counter on this model. If he is taken out of action, the wyrdstone falls where the warrior fell.	PlayOrk! Whoever lived here had a strange fetish and so do you. You take this from under the mattress. Ork bands can sell this for 2gc.	Weak Floor! Fall one level straight down on 4+! If on ground level, fall into basement (2") – you must make a climb roll to get out!	Shield! You've found a battered shield atop this body. Outfit this warrior (or any other within 2") with a shield or leave it here.
Whups! Good news - you found a chest. Bad news - the lock was trapped with poison. Pass a T test or suffer -1 to WS, BS, and S this game only.	Coins! Looks like someone left some gold coins here! d3 gold crowns in fact! Aren't you lucky!	Cat Scare! After a suspenseful search of the area, complete with spooky music, a cat jumps out of nowhere and runs off.	Wyrdstone! Place a wyrdstone counter on this model. If he is taken out of action, the wyrdstone falls where the warrior fell.	Pigeon! Wow! You've found a dead pigeon! You're sure to be the talk of the warband when you sport this bird nailed to your helmet.	Hitchcock! Birds swoop down from the rafters and attack all in this area! The Hitchcocks make d3 S2 attacks on each person present!
Clockworks! You've found a smashed clockwork mechanism. If this model survives, he can sell it for 10+d3 gc once outside the city.	Blood! The walls and floors start to bleed. Warrior must pass a leadership test or is so freaked out, he must flee as per the All Alone rule.	Coin! Inside a discarded right boot, you find one gold crown! Too bad there's not a left boot around here. This one's rather stylish.	Pentagram! You've stumbled into a chalk pentagram. The word "Chaos" is misspelled. That probably explains the bloodstains.	Wyrdstone! Place a wyrdstone counter on this model. If he is taken out of action, the wyrdstone falls where the warrior fell.	Shirt! A ripped shirt is on the floor here. There are tears and bloodstains in the back, like a giant claw tore through it. Better leave that there.
Spider Web! Bleah, you're stuck! Each turn, starting with this one, warrior must make S test at the end of your turn to break free!	Coins! Looks like someone left some gold crowns here! d3 gold crowns in fact! You're suddenly hungry.	Loose Board! Your foot falls through! This warrior cannot move next turn as he is trying to extract his foot!	A Dagger! Um. It's just a dagger. Nothing to get excited about. Really.	Dead Body! Roll d6! 1-2: It's a Zombie! Eek! 3-4: He's been looted. 5: Loot! Find d3 gold. 6: Loot! Find a ring worth 2d6 gc!	Wyrdstone! Place a wyrdstone counter on this model. If he is taken out of action, the wyrdstone falls where the warrior fell.

You can use this as a d66 table or as randomly drawn tiles.

Option 1: Instead of moving, a model may declare that he's searching the area. That model does not move, charge, cast spells, or fire missile weapons. If the model is charged and/or is engaged in hand-to-hand contact, then they are not able to search. At the end of the turn, the player may make an Initiative test. If passed, roll a d66.

Option 2: When playing Wyrdstone Hunt, roll a d66 when the model reaches a wyrdstone marker.

Notes on tiles follow.