

# Wyrdwars Mordheim Reviews

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"The warbands [are] very balanced and my group love the rules in general. I especially like how I can customize and make completely different warbands due to the variety in unit types, special equipment and skills. Weapons and armour is a great improvement from Mordheim." – SanderDK

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"Looks like [WyrdWars] gone a bit more in depth with war band personal weapon choices and skills. Which I kinda miss about Mordheim. I like to see that emphasis on the RPG element a little more." – Петар Петар

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"When i ran the last Mordheim Campaign a couple of years back I took a lot of inspiration (stole!) The scenarios from Wyrdwars because they make so for much better gameplay. Back then there where quite a few other changes that I didn't like much (armor sundering) but they seem to be mostly gone now when I scan through the rules and the change list. This is much more faithful to the original Mordheim rules and I just from browsing the ruleset today I gotta say it looks like something definitely could use next time. Keep up the good work!" – Martin Dahl

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"I've seen Wyrdwars over the years. There's a lot of FUN ideas there. I love the creativity. And as someone else mentioned the scenario design format where you split warbands into groups makes it a more tactical game." – Mitch Wiznitzer

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"My friends and I have been playing Mordheim for the past 11 years and have recently picked up Wyrdwars. It is a breath of fresh air and currently we are all loving it." – UnionJack1989

"WYRDWARS [IS] SIMPLE TABLETOP MINIATURES DONE RIGHT. The game itself is a great tabletop miniatures game with small bands of troops (up to 15) ... If you're looking to get into tabletop miniature wargames, then this is the place to go. There are other [rules] out there, but the simplicity and community support that this one has is amazing. Given it's shorter battle length, even hardened veterans may enjoy this when time is more of a constraint.

THE VERDICT

Simplicity 4/5

Cost 5/5

Gameplay 5/5" – Thenerdsmith

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"There are a lot of differences [between Wyrdwars and the original Mordheim] like much more tactical options (that are all viable), much more unit types for each warband, LOTS of options in other words both when it comes to spells, skills, equipment, and units. And it's all pretty balanced. (skaven and elves aren't op) The game becomes more tactical, and for a game based on fewer units it makes more sense to not have that much randomness in the loss of units. Oh and armor is actually useful now, although pretty expensive." – Dusty\_Machine

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"Wyrdwars which is much closer to the original Mordheim rules in spirit and contains balanced rules for twenty two warbands." – 1d4chan

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"Wyrdwars ... To sum it up, balancing of all Warbands. Scenarios income and earnings are based on the place in the current campaign and not band rating. Also mechanisms in the scenarios that underdogs get some inducements so they stay in the campaign."

– GlorianUnderhillDecember

“[I] really struggle to see how [people who prefer Mordheim over Wyrdwars] could be anything but nostalgia glasses.” – Will Schweikert

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“the game is very fun to play and more balanced than original mordheim! no matter what! power phase wizard and priest can store their dice! this is wonderful! and more tactical than launch 2d6 and pray! [the] limit [of] the maximum of all warbands to 15! you can focus more on equip than buy new soldiers! ... armor mechanics is awesome! especially with the latest fix! level up the heroes is awesome! and multiple experience gains through objectives! you can select [certain] improvements like +1ws or +1bs and so on! in the original mordheim you can't! maybe you had a [close combat] warrior with a giant axe and gain +1 BS! WTF! victory point system! It prevents the imbalance between warbands (in the campaign we are 9-5 for the orcs! and is still difficult to increase the gap between our warband- Beautiful! We continue to playtest the game until our death !!!! the game is beautiful! keep it up!” – Menco90

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“I think wyrdwars is the best for a couple of reasons: No instakill characters. There is less extreme luck involved, making the game more about strategy and less about luck. I think that's good. More different strategies being viable. In vanilla mordheim there is one strategy which is the best. More unit types in each warband. I feel like vanilla mordheim has few unit types to really choose from within each warband, and this ties together with the previous point a bit as well. Having more unit types, especially with more unique abilities, makes the planning of your warband much more fun. (and it makes several campaigns with the same warband fun too)” – TheRealMouseRat

“I'm playing Wyrdwars pretty regularly with my group. I usually play once a week and keep an ongoing roster on the wyrdwars forum. I like wyrdwars, but it is definitely better with some tweaks. I feel the style feels more fun than coreheim and I prefer the wound system to vanilla mordheim. My bias is to wyrdwars. I'd love to see the community grow.” – Gypsey3c

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“I have played Mordheim (obviously), Coreheim, and now my group is playing Wyrdwars. I like Wyrdwars because it is balanced, but with a lot of flavor, and the combat system seems better tailored to a game with fewer figures. [After playing Mordheim and Coreheim] we found Wyrdwars, and we tried it out for one game. It turned out that it was (in our opinion) just better. The warbands were more balanced with each other, and more importantly every warband had a lot of different strategies that were viable, much because you can choose between more different units for each warband.” – Scarecrow Boat

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“Wyrdwars looks interesting, I should try it.” – Tuomas Pirinen, creator of the original Mordheim

## Comparison:

	Element of Chance	Balance	Tons of Warbands?	WHFB Edition Rules Base	Troop Types Per Warband	Phased Deployment?	Casters Accumulate Power?
<b>Mordheim</b>	High	Poor	Yes	4 <sup>th</sup>	~6	No	No
<b>Coreheim</b>	Low	Excellent	No	7 <sup>th</sup>	~6	No	No
<b>Wyrdwars</b>	Medium	Good	Yes	8 <sup>th</sup>	~10	Yes	Yes