

Wyrdwars Reviews

Dusty_Machine:

What are the differences between Wyrdwars and Mordheim? I didn't find Coreheim very appealing...

TheRealMouseRat:

There are a lot of differences 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.

<https://js4.red/r/mordheim/comments/3zq1eg/L/cyp7cps>

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Menco90:

the game is very fun to play and more balanced than original mordheim! no matter what!

liked things:

1) power phase wizard and priest can store their dice!! this is wonderful! and more tactical than launch 2d6 and pray!!

2) limit the maximum of all warbands to 15! you can focus more on equip than buy new soldiers!

3) injuries system! more simple and maybe less letal for heroes and henchman!

4) armor splinter mechanics is awesome!!!!!! especially with the last fix!! (1.3.5)

5) level up the heroes is awesome! and multiple experience gains throught objectives!! you can select your improvements!!!! like +1ws or +1bs and so on! in the original mordheim you can't! maybe you had a full armed warrior with a giant axe and gain +1 BS! WTF!

5) 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!

https://www.reddit.com/r/wyrdwars/comments/4q4kzq/feedback_after_7_game_p/

Wyrdwars / Mordheim / Coreheim Comparion:

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

<http://imgur.com/4qADZay>

Gypsey3c:

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.

https://www.reddit.com/r/mordheim/comments/3nnhi1/mordheim_or_wyrdwars/cvr163r

TheRealMouseRat:

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)

https://www.reddit.com/r/mordheim/comments/3nnhi1/mordheim_or_wyrdwars/cwccfr6

Wyrdwars which is much closer to the original Mordheim rules in spirit and contains balanced rules for twenty two warbands

<https://1d4chan.org/wiki/Mordheim>

WYRDWARS: SIMPLE TABLETOP MINIATURES DONE RIGHT

The game itself is a great tabletop miniatures game with small bands of troops (up to 15) and a fairly simple rule set.

If you've played any other tabletop wargames, you'll easily pick up the somewhat simplified rules of Wyrdwars.

If you're looking to get into tabletop miniature wargames, then this is the place to go. There are others out there, but the simplicity and community support that this one has is amazing. Given its 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

<http://www.thenerdsmith.com/general/wyrdwars-simple-tabletop-miniatures-done-right/>

GlorianUnderhillDecember

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

<http://cianty-tabletop.blogspot.com/2015/12/whatsup.html>

Scarecrow Boat

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.

<http://boringmordheimforum.forumieren.com/t8407-what-mordheim-version-do-people-play>

UnionJack1989

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.

https://www.reddit.com/r/wyrdwars/comments/6ip52n/changes_to_critical_hits/

Yes, WyrWars is pretty good. But with your help, it can get even better!