

What should I know when coming from Mordheim?

Movement

All movement has been decreased

(so that Movement 4 in Mordheim = Movement 3 in Coreheim etc.)

The Movement and Shooting Ranges were designed for use in Warhammer Fantasy Battle, a game with much bigger distances than Mordheim. Reducing movement means that players will have to take extra care to advance across the board in a strategically sound formation, as units can no longer skimp across the battlefield in a single turn. It also means that players will have to think about how they position their shooters.

Close Combat

You do not compare WS between attacker and defender, you simply roll to hit

This might seem heretical to die hard Warhammer-fans but there benefits are legio: There is a reason that most modern skirmish games use this system and the chief reason is speed: Play becomes MUCH faster, we estimate that a typical game of Mordheim from setup to experience rolling will be shortened by 20%!

We have also made it far easier to hit. This means that close combat is now much more bloody and so Mordheim battles play out as more of a dynamic flux between shooting and close combat rather than the way it always goes under Games Workshop's official rules: A few shots here and there before the two Warbands ram into each other and the whole thing ends in one big close combat.

The fact that it is generally easier to hit also means that henchmen mobs become dangerous in numbers (as it should be!) and that play will become more strategic as warriors can take less punishment. This is why we say that Coreheim is easy to learn, difficult to master.

Shooting

Ranges of Missile Weapons have been cut down

As we decreased movement we also had to decrease missile weapon ranges to balance it out. This had the added bonus of making the positioning of shooters more strategic as a range of 30" was able to cover most Mordheim boards we've ever seen.

There is no -1 to hit for shooting over half range

Under official Mordheim rules shooters are either deadly (*heroes with a ton of shooting skills*) or useless (*henchmen hitting only on 6s*). By removing this penalty, and though other modifications we hope to make henchman mob with bows dangerous in its own right, through sheer quantity, while at the same time preserving shooty heroes as the best shooters in the game.

As an added bonus, removing the half-range penalty dramatically speeds up play

There is no Large Target special rule for Ogres, Mounted warriors etc.

The rule itself was very dramatic; the +1 BS modifier made shooting so much of a no-brainer that Ogres and mounted models were little more than pincushions. We first looked at toning down the rule, but soon discovered that the rule only added very little to the game, and as such, we could hardly justify its existence. (*In terms of fluff, if you were an archer would you really target an Ogre 30 meters away while a swordsman 7 meters away was getting ready to slit your throat?*)”

Armour

Helmets are gone

Helmets, while fluffy and detailed, served no proper function in the game other than slowing down play with more dice rolls and making it hard to follow WYSIWYG on your models.

We have fixed armour

Armour has been fixed so that it is now worthwhile to use it. Shields are very viable and cheap and rarely completely negated. We have kept the price of body armour high to prevent a lot of unnecessary dice rolls that would slow down play.

Strength does not negate armour

Instead each weapon or warrior says how much it or he negates armour. This eliminates the need to cross-check with tables and makes armour negation rarer, and thus Shields more worthwhile.

Experience et Advances

Henchmen groups advance at 2, 4, 6, and 7 experience rather than Games

Workshop's 2, 5, 9, and 14 experience

Henchmen were hardly worth their maxed out warband rating at 14 experience. Heck, they were not even worth their rating at 9 experience. Therefore we took the consequence and scaled down the henchman advance table. This makes henchmen ratings more balanced.

Henchmen groups cannot gain +1 Attack as their advance

For this was way too good. Attacks are THE best characteristic. A henchman group that gained attacks could seriously upset the balance between warbands if the group was sufficiently large.

This setup of Attacks-or-Nothing further added to the random elements of Mordheim campaigns and detracted from strategic gameplay. Our changes generally stress strategy.