Warlords Map Editors

The game *Warlords* by default only provides for one specific map. There are neither random map generation features (like for [Warlords 2](#)), nor any alternative maps for the stock game. But the stock map, however can be edited by a number of map editors. Here is a short description for some of them.

Note: All of them are 16 bit DOS programs, meaning they cannot be run under modern Windows any longer. Unless you work with an older Windows 32 bit version or an actual DOS running machine/VM, you **need** [DOSBox](#) or a similar means, to get them to work. (But since *Warlords* itself is also strictly DOS, you most likely already have a solution for that particular problem.)

Also make sure you have backups of your *Warlords* files, before using any of the below tools.

Warlords Editor

Limitations

The *Warlords Editor* by Andrei Volkov, or in short *wled*, is a user friendly map editor. Its main advantage is that it also updates the strategic map when making changes to the tactical map elements. However, *wled* has one major drawback: It **only** works with a very specific *Warlords* version/.exe, that is provided at [Darklord's Lair – Warlords Archives](#). If you use an unaltered stock *Warlords* game, the editor will most likely not work with it.
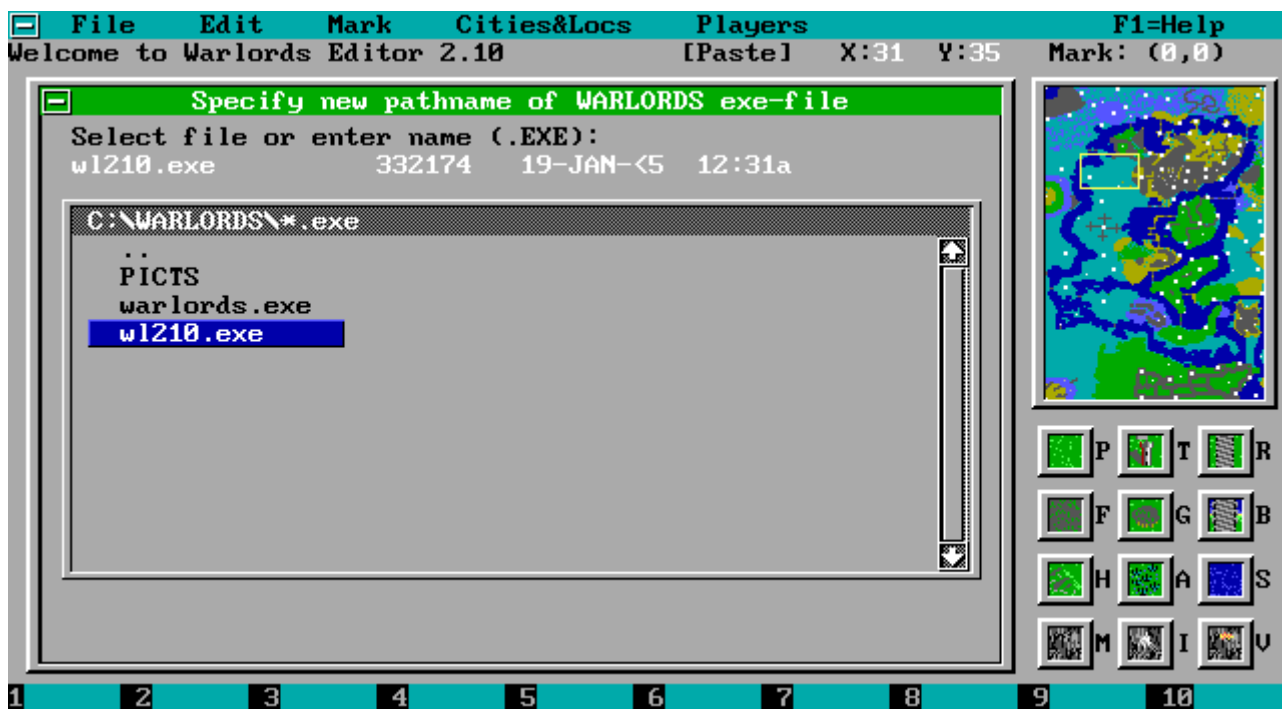
You can get *wled* at https://sombre-sleep.com/warlords/warlords1_downloads.
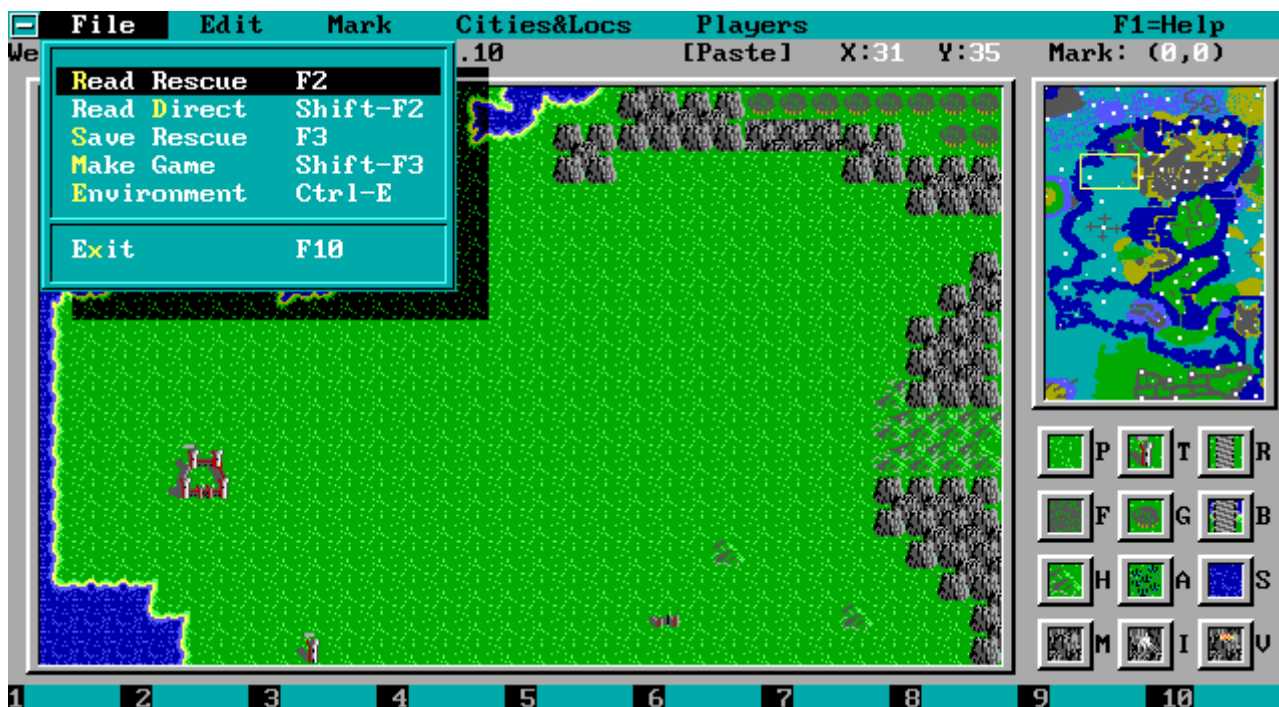
Usage

Open the editor by running `wled.exe`. Select *Environment* from the *File* menu (or use the CTRL + E shortcut).
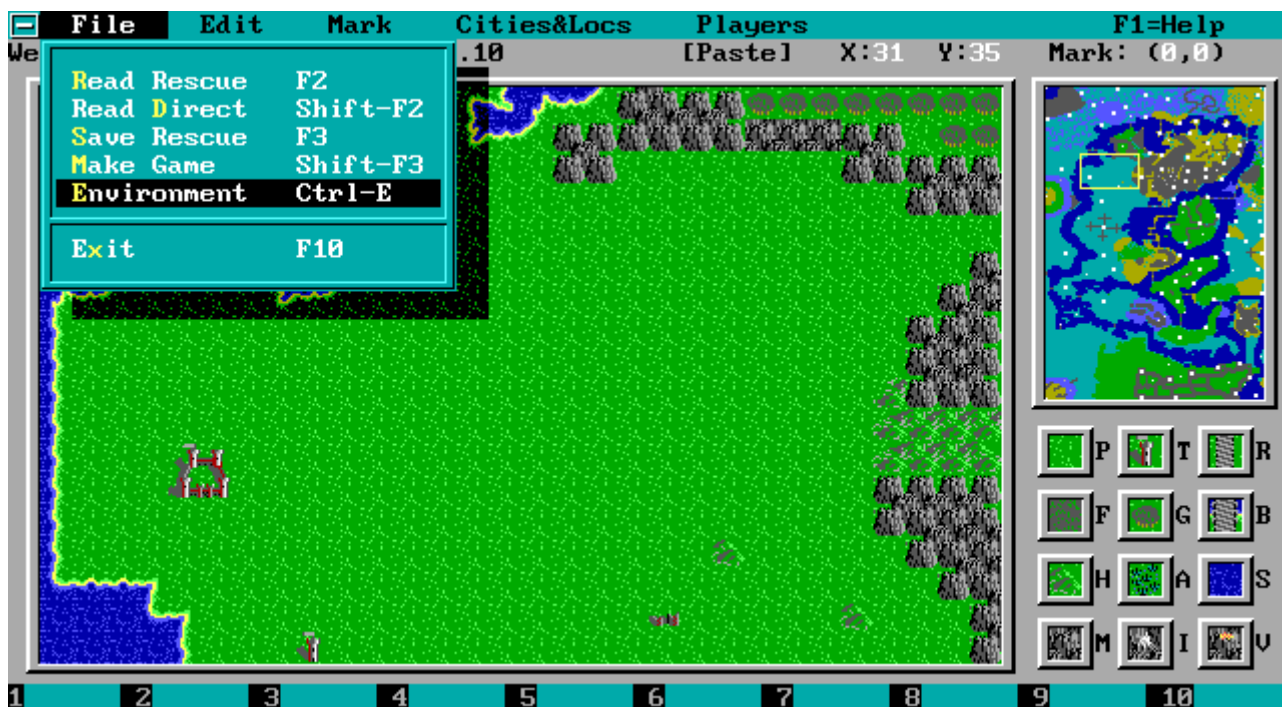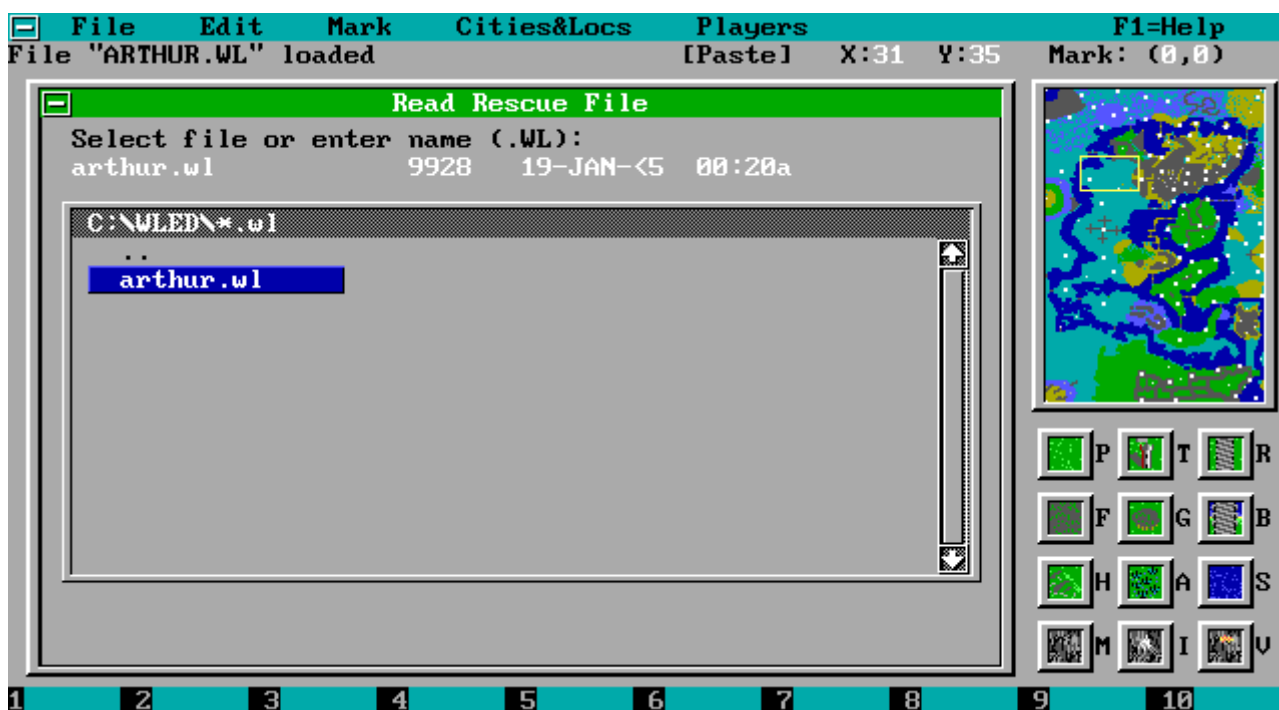
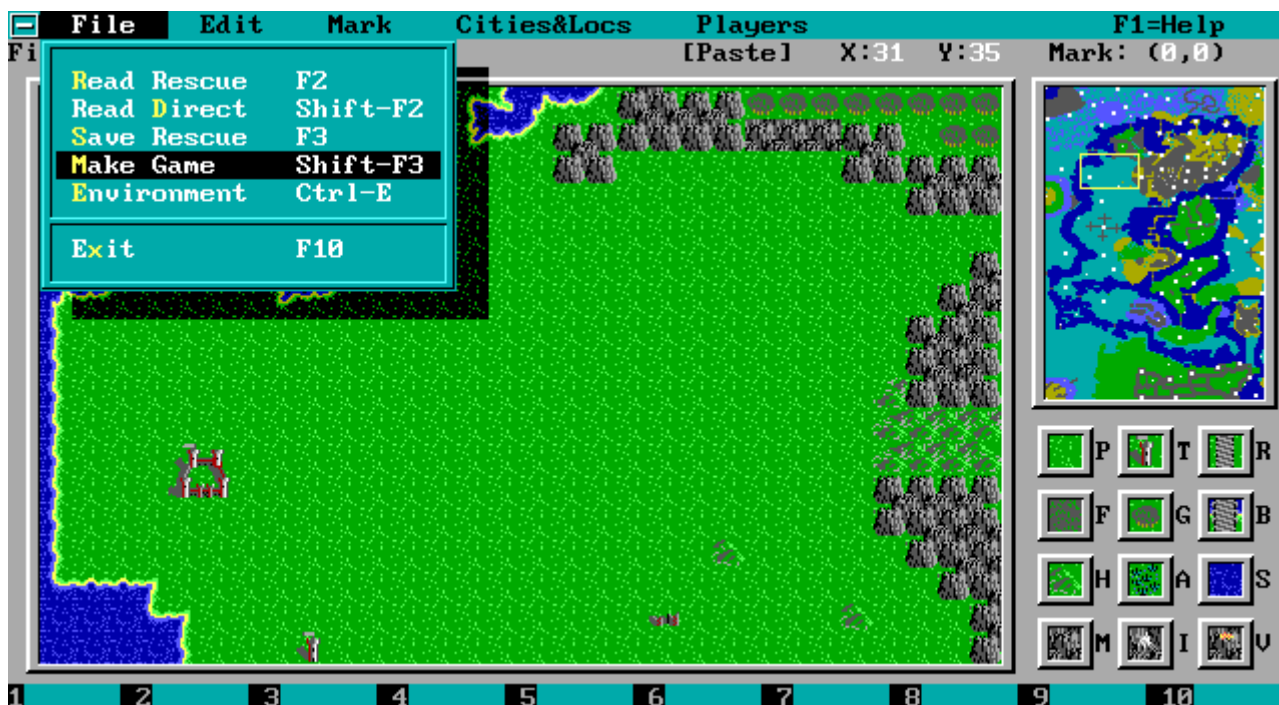In the opening dialog navigate to the game's executable (usually it's *wl210.exe*):

Select *Read Rescue* in the *File* menu (or press F2):
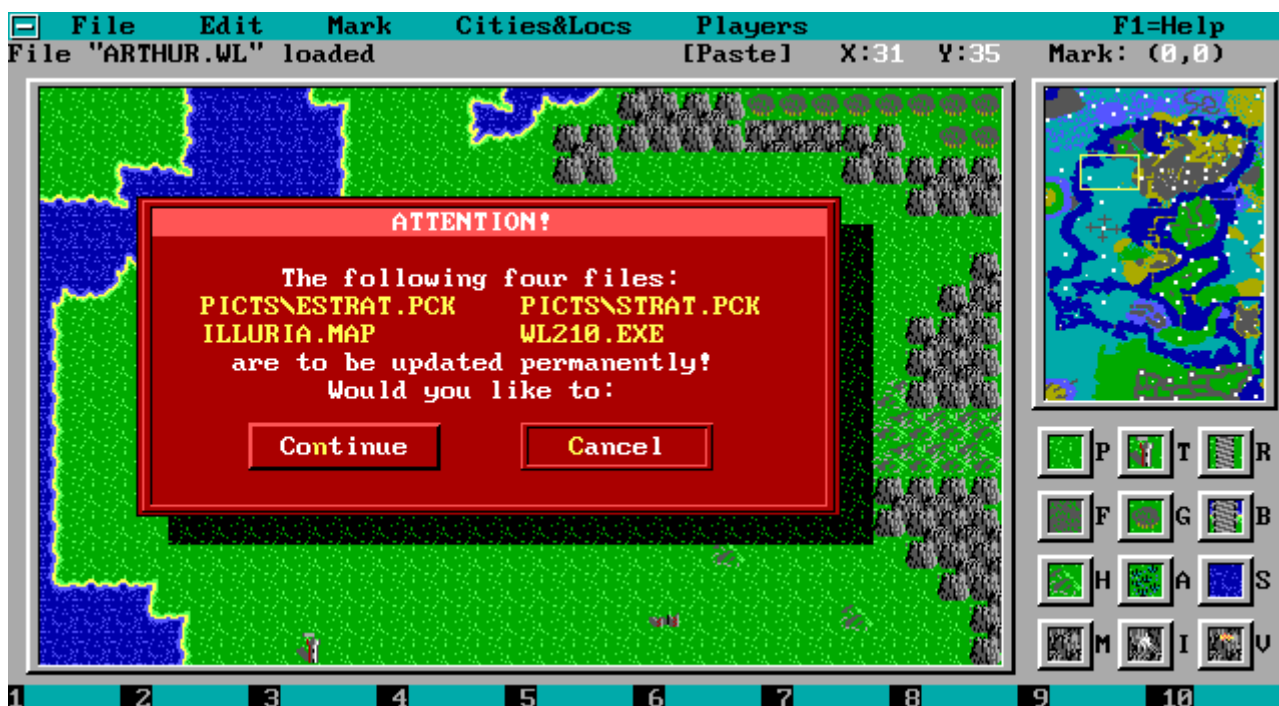
In the *Read Rescue File* dialog, navigate to the map file:

Select *Make Game* in the *File* menu (or press SHIFT + F3):

The editor will notify you that game files will be overwritten. Click *Continue* if you want to proceed with that:

Wait for the update process to complete. Close the editor and start the game.

Warlords Terrain Editor

The *Warlords Terrain Editor* of William Winton, or short *wledit*, is another option to edit *Warlords* maps. Again, you can find it here for download:
https://sombre-sleep.com/warlords/warlords1_downloads.

It is a hard to use map editor, best used by F-keys. Its main disadvantage is, that it does **not** update the strategic map when altering the tactical map elements. Therefore it is not recommended to use it for editing.
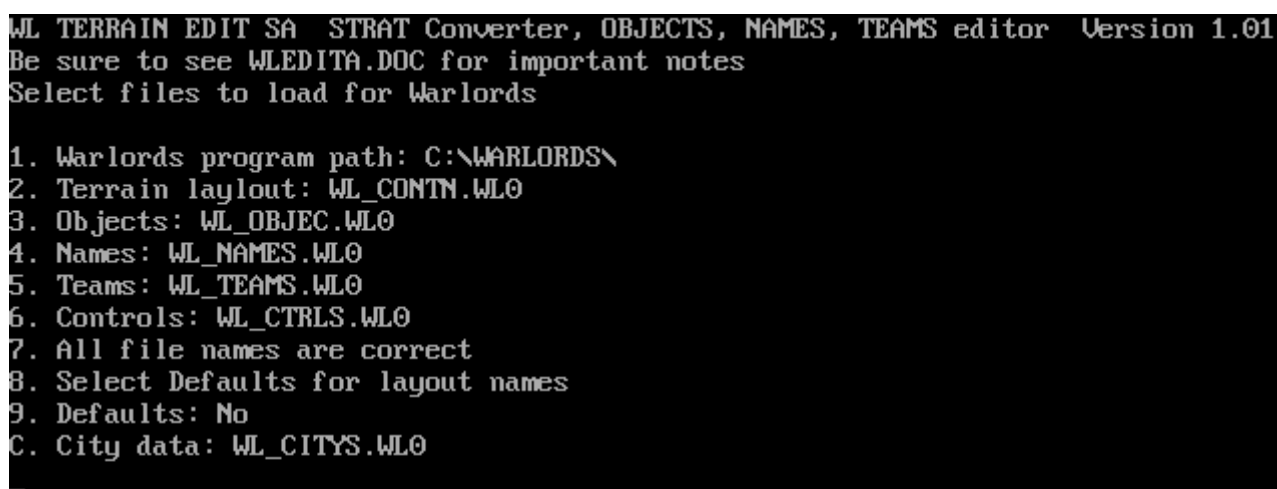
Usage

Extract the editor into some folder. While it is not necessary to place it inside the *Warlords* game folder, it has the advantage that navigating to the map files in order to start the editor is considerably less of a hassle. So recommendation is to extract it into the *Warlods* game folder.

For editing the `wledit.exe` editor is used. But you don't need to launch the editor itself in order to load new maps, because it has a dedicated launcher. But it doesn't make things easier, because maps are scattered across several files.

Run `wledita.exe`, provide the location of all the required map files (1-6). Pressing the number key will ask for the corresponding file.

When done, select the option 7 (*All file names are correct*):


```
WL TERRAIN EDIT SA  STRAT Converter, OBJECTS, NAMES, TEAMS editor  Version 1.01
Be sure to see WLEDITA.DOC for important notes
Select files to load for Warlords

1. Warlords program path: C:\WARLORDS\
2. Terrain laylout: WL_CONTN.WL0
3. Objects: WL_OBJEC.WL0
4. Names: WL_NAMES.WL0
5. Teams: WL_TEAMS.WL0
6. Controls: WL_CTRLS.WL0
7. All file names are correct
8. Select Defaults for layout names
9. Defaults: No
C. City data: WL_CITYS.WL0
_
```

The game will check on the files you provided. If everything went fine, the confirmation will be shown, and *wledit* will ask for the function you want to use. Select option 1 (*Create strategic map*) to save the map:

```
Loading TERRAIN data
Loading OBJECTS data
Loading NAMES data
Loading TEAMS data
Loading CONTROLS data
Loading CITYS data
Select WLEDIT-A function:

1. Create strategic map (WL_STRAT.PCK) from main map (WL_CONTN.WL0)
2. Edit Names (hero name defaults)
3. Edit Team names (sirians,elvallie, etc)
4. Edit Artifacts/Objects
5. Validate control data (WL_CTRLS.WL0)
6. Save information
7. Preview information
8. Quit!
_
```

Then you'll be presented with this confirmation screen, where the **strategic** map shall be saved to
(by default that is `wl_strat.pck`):

```
Use selection 2 to define output STRATEGIC MAP

1. Warlords program path: C:\WARLORDS\
2. Strategic map: WL_STRAT.PCK
7. All file names are correct
9. Defaults: Yes
_
```

Just press ENTER. The launcher will ask you to specify the graphics adapter you intend to use the
game with:

```
Are you using E)GA or V)GA?
```

Unless you intend to use the game with the more limited graphics experience (EGA), press V and
close the launcher.

Start the game using `wl.exe`. Enjoy your new map:
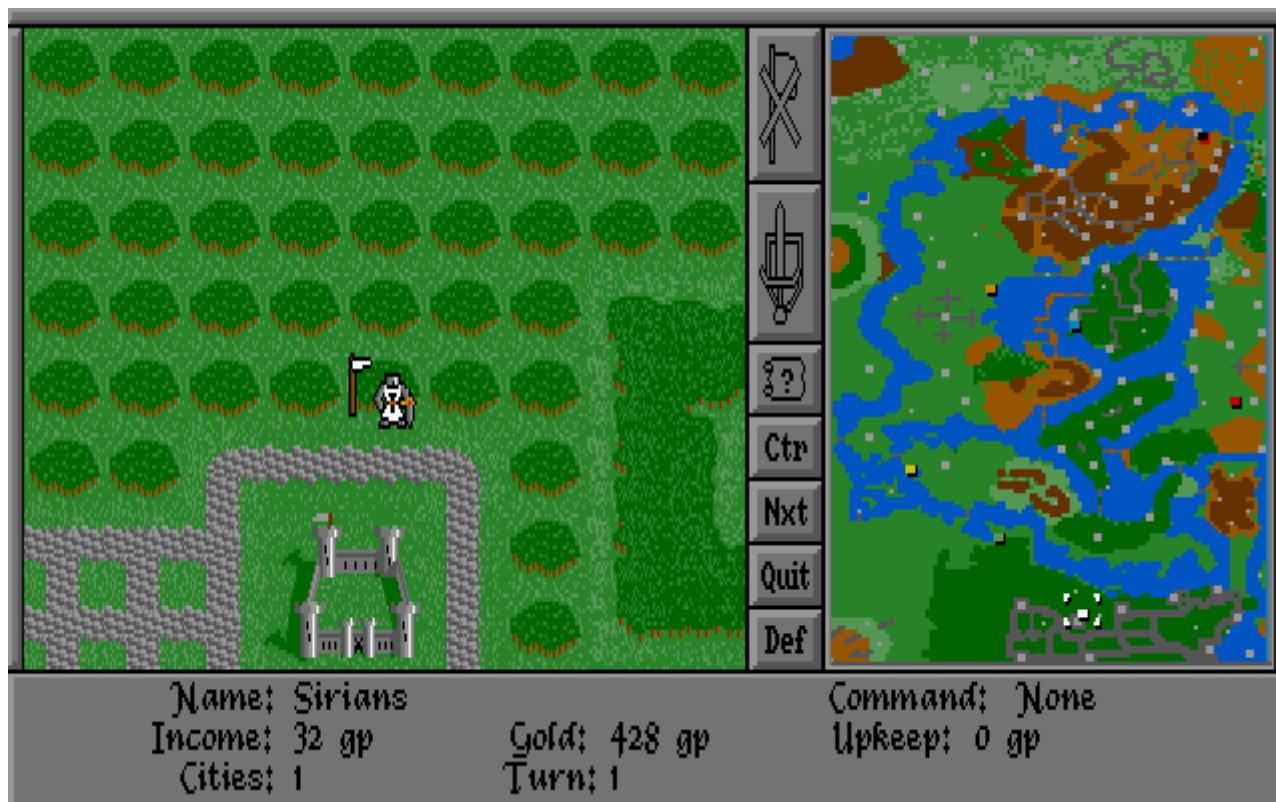
Web Links

  - Darklord's Lair – Warlords Archives

[Warlords 1] [Back to the games database]