

# 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

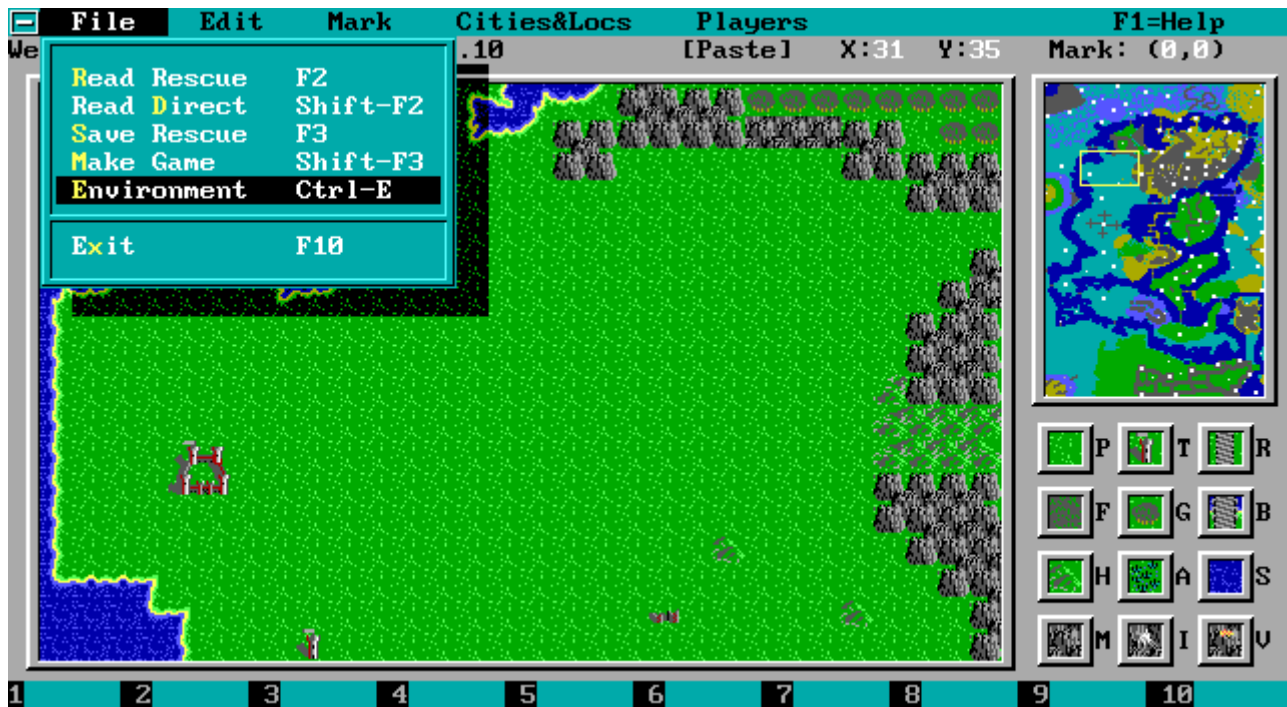
### Limitations

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.

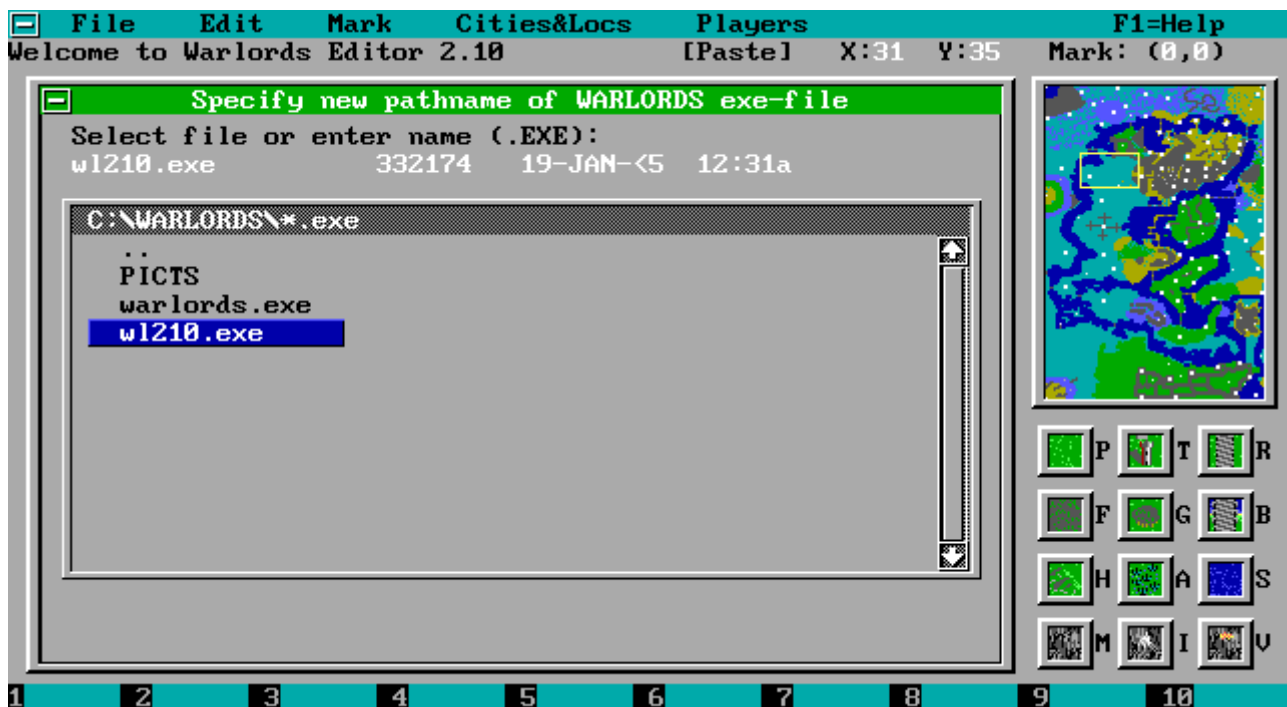
You can get *wled* at [https://sombre-sleep.com/warlords/warlords1\\_downloads](https://sombre-sleep.com/warlords/warlords1_downloads).

### Usage

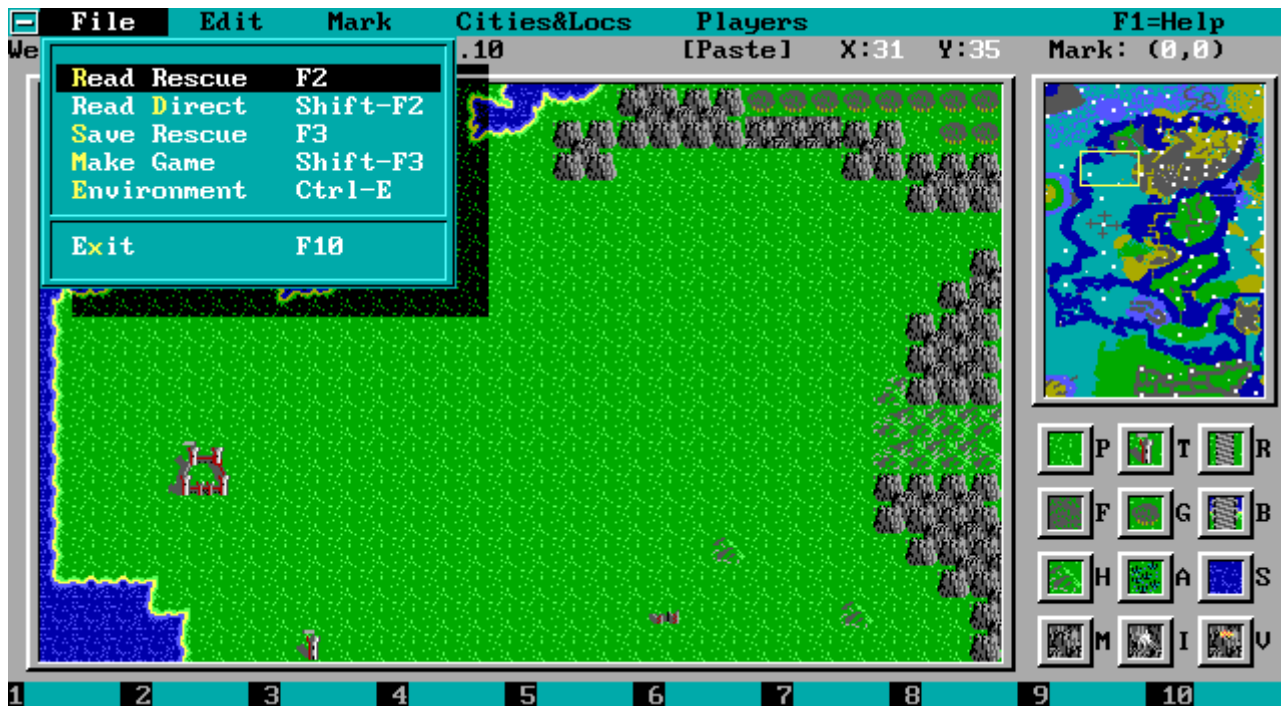
Open the editor by running `wled.exe`. Select *Environment* from the *File* menu (or use the `CTRL + E` shortcut).



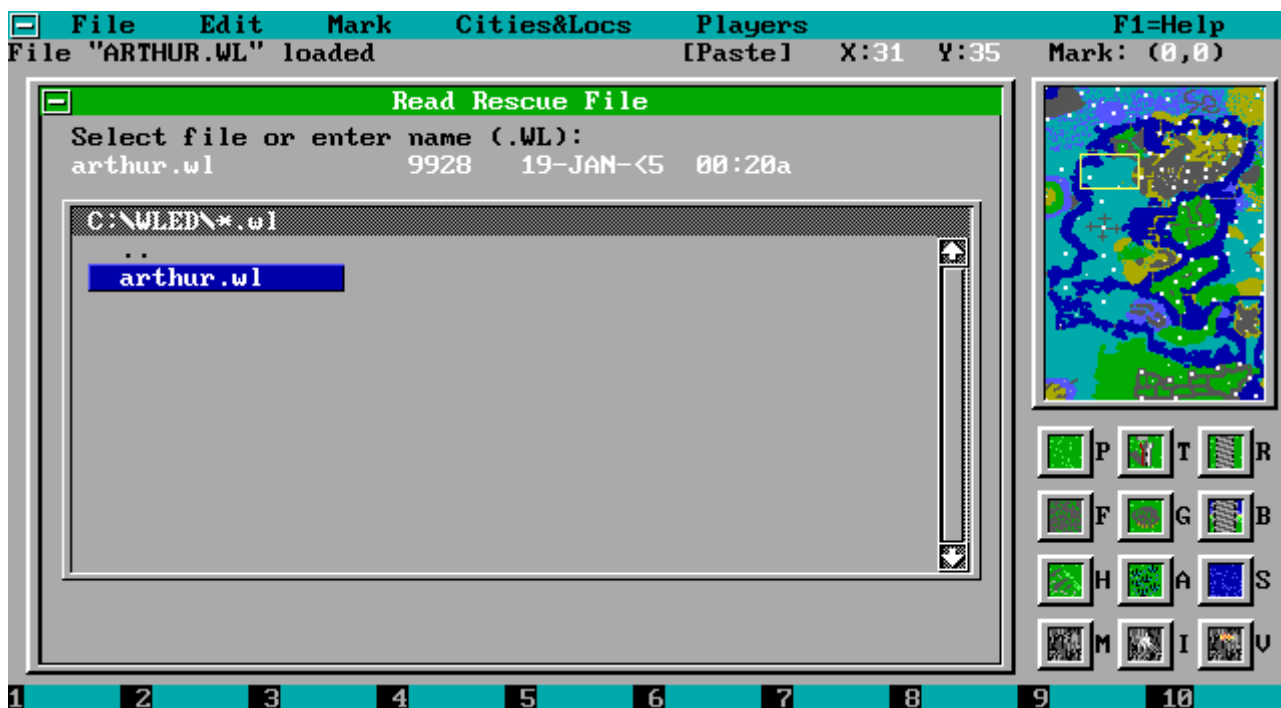
In the opening dialog navigate to the game's executable (usually it's `wl210.exe`):



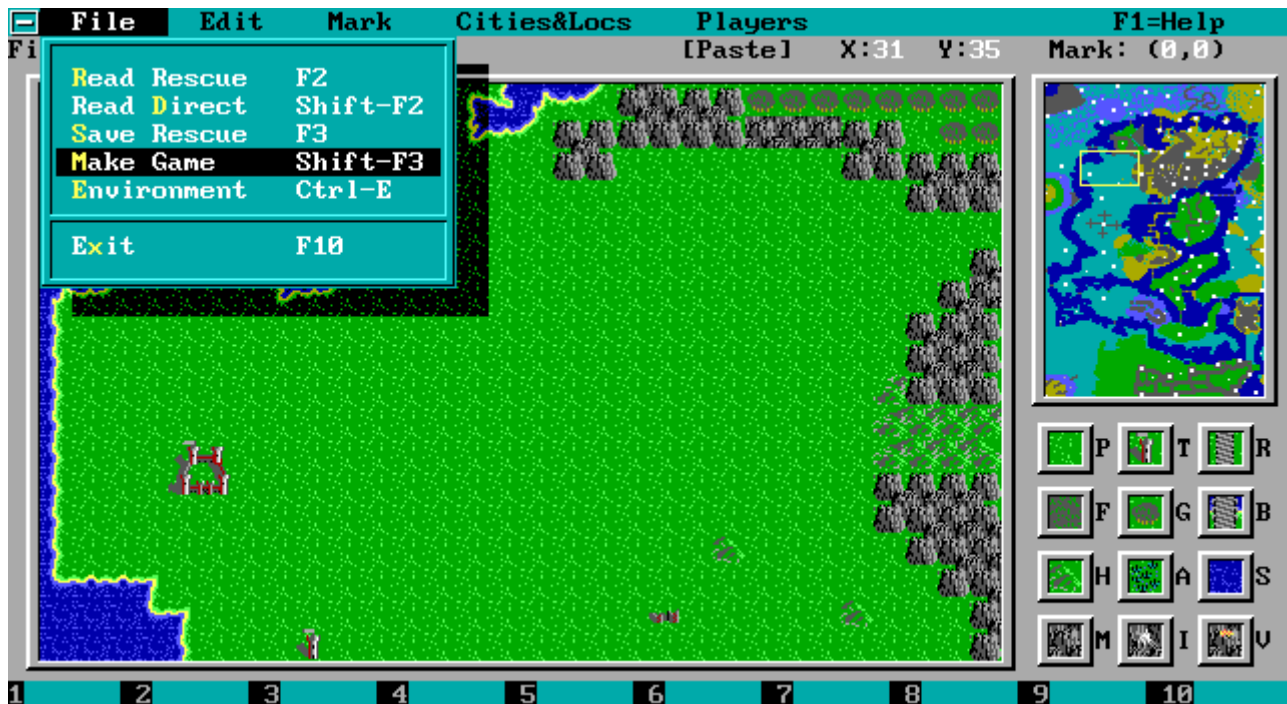
Select *Read Rescue* in the *File* menu (or press **F2**):



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](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 *Warlords* game folder.

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) and then select the option 7 (*All file names are correct*):



On the next screen select option 1 (*Create strategic map*):



Then you'll be presented with this overview:



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



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](#) ]

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