Semi-official units and scenarios?

Posted by Hannibal Rex - 24 Jun 2020 07:09

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webwonderland.com/warlords/ is probablly one of the best Warlords sited overall.The actual developers and their lazy producer (under an undisclosed handle) still frequent the site and make occassional contibutions of new units and scenarios.

Alan Wasserman

(former aforementioned "lazy" Producer)

Hi guys,

I never played Warlords 3 online back in the day, and I moved on to other games before DLR, but since GOG has released the games again, I've really caught the nostalgia bug. I found this post by Alan Wasserman from October '99 on comp.sys.ibm.pc.games.strategic. The only post-release content for DLR from actual SSG people I'm aware of are Stephen Hand's two campaigns Huge Wars and The Elves Return.

Does anyone remember or have an idea what Alan is referring to? How and when did the Stormheim units get designed, anyway? Is there a connection?

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Re: Semi-official units and scenarios?

Posted by KGB - 25 Jun 2020 08:20

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Stormheim units are a combination of units from SSG (Steve, his wife, Steven Hand etc) and from Warlords players who were creating their own maps/campaigns. There were something like 50-100 units in total created in 99-00 and the players voted on the best balanced one and they made up the Stormheim set.

KGB

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Re: Semi-official units and scenarios?

Posted by Hannibal Rex - 26 Jun 2020 03:46

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Thanks for the reply, KGB. I didn't realize that the Stormheim units were such a large collaborative effort.

Were there any custom units lost when the different Warlords fansites went offline, or do the downloads here include all that were originally made?

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Re: Semi-official units and scenarios?

Posted by KGB - 26 Jun 2020 22:43

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Yeah there were a lot of players contributing units in the first couple of years.

The NUT unit package was the first one released. I think Hydro's was second. Some of the units in there were from SSG. There were a lot of unbalanced units in those packs. That's why the Stormheim effort was done so that only balanced units were kept in a package that players could add and expect to use in online/PBEM games.

I don't think any units were lost but it's possible some were. There are quite a few custom units that are only in scenarios and campaigns and not in any of the unit packages.

KGB

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