I was a bit disappointed over the lack of a higher difficulty mode, when Warcraft 3 Reforged came out, since the game appeals to the nostalgia of old fans, who have been nerding the game for a long time. Such fans need a higher difficulty. Thus, I decided to download the campaign maps and modify them to make them harder. More concretely, I have (1) writing new AI scripts, (2) modified stats for some special units and (3) modified the layout of the maps. I have occasionally added new features, such as putting the level Prolugue02 on a timer, adding a cinematic and allowed the enemy in undead07 to recreate their magic shield. However, the project is primarily about increasing difficulty.

This project modifies every map in Reign of Chaos, but not in the expansion. The modified maps can in principle be played on easy, normal and hard, but only the latter two are meant to be playable. I would delete the former, if I could, and rename normal and hard to X hard and XX hard.

Bugfixing is done for every map up to Undead07 and nearly done for the rest, except for the fact that neither Human07 nor the facial motions are Reforged compatible.

The default difficulty is normal. Now that Blizzard has removed custom campaigns, then there is only one way to play the maps on hard, namely by going into the world editor – file – preferences – difficulty select “hard”, then exit preferences and press test map.