

WOL Doubled Enemies

The Wings of Liberty Campaign With Every Enemy Doubled. Author lawhsia.

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Warning. This campaign is written in Galaxy script that is stored directly inside each map. Opening any mission in the StarCraft II Editor and saving over it regenerates the map script from the editor trigger data and reverts every change in this document, which will break the mission. The maps are intended to be played from the distributed files, and they should not be opened and saved in the editor.

Summary

WOL Doubled Enemies is a modification of the StarCraft II: Wings of Liberty campaign that doubles the combat opposition across all missions while preserving the structure, the objectives, and the pacing of the original missions. This document lists the global changes that apply to every mission first, then the changes specific to each individual mission, grouped by campaign arc.

Global Changes

Enemy Doubling

- Every preplaced enemy unit, enemy structure, and neutral critter is cloned at the same position with a rotation offset, so each mission begins with twice the standing opposition.
- Every enemy unit produced at runtime is created in pairs, on all four difficulties, so timed spawns and reinforcements arrive at twice their vanilla number.
- Every enemy attack wave is doubled across all four difficulty parameters, so the waves that assemble against the player are twice their vanilla size.
- Bosses and other scripted enemy units are doubled and driven so that the second copy follows the same orders as the original, and any condition that ends an encounter requires both copies to be dead.
- Workers and infested buildings are never doubled.
- Town halls, enemy gas structures, and non-combat story figures are left single. Command Centers, Nexuses, Hatcheries, and their upgrades are not cloned. Planetary fortresses are cloned.
- Nydus Worms are doubled, but the units a worm spawns are left at their vanilla per-worm number.
- Supply caps on spawns have been doubled.

Enemy Conveniences

- Resource refills and starting resources are multiplied by four.
- Supply limit is raised to 2000.
- Larva rate and larva cap are doubled
- Overlord load and unload ranges increased.
- Medivac unload range increased.

Player Conveniences

- Player workers are ordered to begin mining at the start of each mission.
- The player receives a buff of 25 percent to maximum and current life, and to shields where they exist, on every player unit and structure ten seconds into each mission. The buff is applied once.
- SCVs and Probes are set to cost no supply.
- Right-click autocast is enabled on the unit-production facilities.
- MULE Repair is set to auto-cast.
- Mercenaries have a cool-up period of 15 seconds.
- Production panel implemented.

Resources

- Mineral fields and vespene geysers resource amounts are multiplied by 1.25.
- Total obtainable research and credit rewards are preserved.
- Pickup-style sources are left single.

Presentation and Controls

- Every unique player in a mission is given a different lore-friendly color.
- Achievements are disabled across the campaign.
- Briefing-unit highlight overlays are removed.
- Camera locks, forced camera pans, unit pauses, and stop-orders that ran during gameplay are removed.

Mission-Specific Changes

Mar Sara

Liberation Day

- A second Special Ops Dropship arrives alongside the first, carrying five more Marines.

The Outlaws

- None

Zero Hour

- None

Colonist

The Evacuation

- A second Special Ops Dropship arrives alongside the first, carrying two more Firebats and two more Medics.

Outbreak

- The opening Hellion delivery is doubled.
- Research points are granted for every two Infestors dead.

Safe Haven

- None

Haven's Fall

- The Virophages and infested cocoons are left at vanilla counts so the colony does not flood with cocoons.
- Infested cocoons have collision removed.

Covert

The Devil's Playground

- The Brutalisk research is granted only when both Brutalisks are dead.

Welcome to the Jungle

- None

Breakout

- Allies are doubled.
- Hold position orders are not replicated to the extra Thors.
- Thor energy is set to zero.

Ghost of a Chance

- The player begins with the full starting squad on every difficulty.
- Nova is not paused while obtaining Nukes.
- Thor energy is set to zero.

Rebellion

The Great Train Robbery

- Two trains now form a convoy.
- Train car damage radius reduced from 20 -> 7.
- The loss condition has been changed to missed convoys.
- Each train drops part of the minerals and gas. Total drops per train conserved.

Cutthroat

- None

Engine of Destruction

- The warehouse defenders are cleared.
- The mission opens at the base, so the introduction is skipped and the full squad and the base are set up at the start.
- The Wraiths granted at the Battlecruiser introduction are doubled.

Media Blitz

- A second Special Ops Dropship arrives alongside the first, carrying one more Thor.
- The Odin wreckage is removed after its death cutscene so it does not linger and draw fire.
- The Dominion drop teams attack as they unload rather than after every transport empties.

Piercing the Shroud (secret mission)

- A second Jim Raynor replaces a starting Marine as a full clone with the same abilities and health.
- Any Jim Raynor death ends the mission, and both Raynors must reach the transport.
- There is a second Hybrid.
- Thor energy is set to zero.
- A.R.E.S. is doubled and is now considered an army unit.

Artifact

Smash and Grab

- None

The Dig

- The drill defenders are cleared.
- The mission opens at the base, so the introduction is skipped and the full squad and the base are set up at the start.

The Moebius Factor

- There is a second Kerrigan, although building search time remains unaffected.
- The Brutalisk research is granted only when both Brutalisks are dead.

Supernova

- The landing zone defenders are cleared.
- The mission opens at the base, so the introduction is skipped and the full squad and the base are set up at the start.

Maw of the Void

- There is a second Tal'darim Mothership.

Char

Gates of Hell

- None

Belly of the Beast

- The captured Dominion survivors are doubled.
- Eggs have collision removed.
- There is a second Queen.
- Queens have reduced collision radius.

Shatter the Sky

- There is a second Leviathan.

All In

- The Kerrigan boss is doubled into a two-Kerrigan encounter in which both share a single retreat-and-respawn cycle. Staggered casting logic is applied.
- The player keeps all starting units of both the air and the ground paths.
- On the air path there is a second Leviathan.
- Sandbags and Defense Walls removed.

- Infinitely spawning Overlords, Overseers, and static defense are not doubled.

Prophecy

Whispers of Doom

- The player is given four Stalkers near the start of the mission.
- Reinforcements and allies are doubled.
- Zeratul is no longer paused while touching a beacon, and the beacon script takes precedence over any dialogue still playing.
- There is a second Kerrigan.

A Sinister Turn

- The Maar boss is doubled into a two-Maar encounter in which both share a single death-and-respawn cycle. Staggered casting logic is applied.

Echoes of the Future

- Zeratul is no longer paused while touching a beacon, and the beacon script takes precedence over any dialogue still playing.

In Utter Darkness

- None

Developer Note

The entire campaign can be completed, and was completed in 2022, without player-side buffs, without the mission-specific reinforcements, and without the skipping of non-build segments. The doubled opposition is therefore beatable through standard play on its intended difficulty, and the player-side conveniences are offered as conveniences rather than as requirements for completion.

Difficulty

The campaign was tested only on Brutal difficulty. The campaign is playable on Casual, Normal, Hard, and Brutal.

Language Implementations

The languages and regions currently implemented are English, Deutsch, Español (España), Español (Latinoamérica), Français, Italiano, 한국어, Polski, Português (Brasil), Русский, 中文 (简体), and 中文 (繁體).

Credits

The campaign draws on the work of several modders.

- Start of mission mining is adapted from Davidaurus.
- The format of this implemented change document is adapted from Davidaurus and Rhyme.
- Production panel implementation is from Kit.

- Achievement disabling is from AverageDPS.

Galaxy Script Warning

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