



# HEROES III

OF MIGHT AND MAGIC®

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## THE BOARD GAME

# RULEBOOK

**Heroes of Might and Magic III: The Board Game** is a strategy board game for 1–3 players using the core box set.

In the lands of Antagarich, the heroes of might and magic continue to explore the untamed landscapes of its kingdoms: uncovering ancient artifacts, discovering new settlements, or recruiting powerful creatures for support. The heroes of this land seek for both wisdom and knowledge in all that they do. The loyalty to their faction is shown in the armies that aid their exploration of these wilds. And the faith and trust upheld by their heroic names is rewarded in their heroes banishing other unruly enemies from their surrounding borders.

Will you choose to be a Hero of Might, a warrior, wielding the sword and shield, or will you choose to be a mage, harnessing the arcane power of spells to be a Hero of Magic? Whichever path to greatness you choose to take, make sure to keep your army units close and your deck of Might and Magic closer!

Welcome to the land of Antagarich and the **Heroes of Might and Magic III: The Board Game**.

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# COMPONENT LIST



1 x Core rulebook



1 x Mission book



20 x Map tiles



3 x Income boards



6 x Hero models



1 x Round tracker



4 x Combat boards



3 x Hero cards (double-sided)



21 x Unit cards



29 x Neutral Unit cards



26 x Ability cards



20 x Artifact cards



30 x Spell cards



18 x Specialty cards



24 x Statistics cards



20 x AI Hero cards



6 x Wall cards,  
3 x Gate card



1 x Arrow Tower card



16 x Astrologers Proclaim cards



21 x Mini Town Building cards



33 x Gold tokens



15 x Damage tokens



16 x Valuable(s) tokens



21 x Building Materials tokens



3 x Build tokens



3 x Population tokens



1 x Grail token



3 x Morale tokens



3 x Spell Book tokens



5 x Paralysis tokens



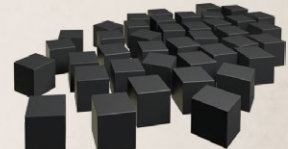
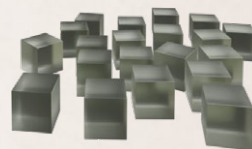
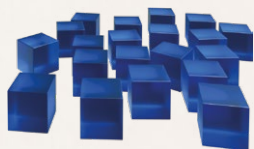
2 x Attack dice



3 x Resources dice



3 x Treasure dice



100 x Acrylic cubes  
(20 x Blue, 20 x Purple, 20 x Gray, 40 x Black)





Each game of **Heroes of Might and Magic III: The Board Game** is played as a scenario; with a wide range of scenarios for players to choose from in the Mission book. Each scenario has a different map, different victory conditions, and a choice of six heroes from three different factions to play as, each hero with their very own unique deck of Might and Magic.

## GAME MODES

The game has three different gameplay modes:

### CLASH

A fully competitive game for 2–3 players.

### CAMPAIGN

The solo campaign mode of **Heroes of Might and Magic III: The Board Game** has a series of scenarios designed for a player to play against an AI Enemy Hero over the course of three interconnected chapter scenarios. The AI Enemy Hero uses an AI deck to determine how the AI Enemy Hero plays during the game.

The Mission book specifies a round limit for completing each scenario, and sets out the rounds in which Timed Events will occur. During any Combat encounters, the player will control both their own units, as well as the AI Enemy Hero's units.

#### Attention!

Look out for these colored boxes: any information in these colored boxes will give you information on specific rules only associated with the Alliance mode of the game.

## ALLIANCE

*Expansion pack required.*

Players with at least one expansion have the option to play a 4-player game and form an Alliance – 2 players vs. 2 players. An Alliance is a team of 2 players that is determined at the beginning of the game and lasts for the whole game. Allied players share victory and defeat conditions and can exchange resources, or artifacts.

## DIFFICULTY SETTINGS

In **Heroes of Might and Magic III: the Board Game**, as in the original video game, gameplay has four different difficulty settings:

- Easy
- Normal
- Hard
- Impossible

Known in this game as “difficulty settings,” instead of difficulty levels. The default difficulty settings for this game is Normal. Even though selecting a different difficulty setting does not change much in terms of gameplay, it does change the type and number of Neutral units a player would encounter based on the difficulty level of the field they entered.

Depending on the difficulty setting, refer to the “Field Difficulty Level” table (see page 42) to see the number and type of Neutral Unit cards that must be drawn when a player's Hero enters a field where Neutral units are located. This triggers a Combat encounter.

# GAME SETUP



This visualization diagram will present the game for the start of the “Brave New World” scenario found in the Mission book. It is recommended all players play this first scenario to familiarize themselves with the game.

There are 3 factions in the base game – Castle (blue), Dungeon (purple), Necropolis (gray) – with additional factions available as expansions.



1. You must choose one of the three factions to play as and then take the following components associated with their chosen faction:

- a) 1 x Double-sided Hero card
- b) 2 x Hero Models
- c) 1 x Starting Map tile
- d) 7 x Mini Town Building cards
- e) 1 x Combat board
- f) 1 x Income board
- g) 7 x Double-sided Unit cards
- h) 3 x Hero-specific Specialty cards (Level 1, 4, and 6)
- i) 1 x Hero-specific Ability card
- j) 20 x Faction cubes
- k) 1 x Build token
- l) 1 x Population token
- m) 1 x Spell Book token

If there are any disagreements between players selecting a faction, roll two Resource dice and the player with the higher number of symbols gets to choose first.

2. Choose one of the two Heroes from either side of your Hero card, and place it, chosen Hero face up, in front of you in your player area.
  - a) Take your chosen Hero’s model and place it on the Hero’s illustration on your Hero card.

Your chosen Hero will be known as your “Main Hero” in the game, and the unchosen Hero, from the same Faction, will be known as your “Secondary Hero.” Place the Secondary Hero’s model to the side of your player area – you may choose to use your Secondary Hero later on in the game.

3. On your Hero card, place one of your Faction cubes on the “1” space on the Experience track.

4. Select a scenario from the Mission book based on the number of players.

All of the following setup rules will vary depending on the selected scenario. Always have the Mission book open on the current scenario page to help reference any scenario based rules.

5. Reference page 3, “Scenario Preparation” in the Mission book and choose the required number of Map tiles from the General Supply and place them in the required map configuration in the middle of the playing area.
6. Take the 7 Mini Town Building cards and spread out near your Hero’s card to create the faction city image. Then flip the ones described in the scenario and whenever you buy one of the buildings. You can check their costs or effects at any point during the game.
7. Reference the Starting Town Production amounts in the scenario and place one of your Faction cubes onto the Gold, Building Materials, and Valuables tracks on your Income board to track how many Resources your Town will produce during each Resource round.
8. Place all the Building Materials tokens, Gold tokens, and Valuables tokens into three separate Resources piles in the general General Supply easy reach of all players.
  - a) Take the corresponding number of Starting Resources – associated to the scenario – and place them to the left of your Hero card and above any Town Building cards you may have. This is your Resource Pool.
9. Take the Statistics cards and sort them into four piles: Attack, Defense, Power, and Knowledge. Take a number of each type of Statistics card equal to the numbers shown next to each Statistics on your Hero card (see page 12, “Hero Card Information” for further details). After that, you can return remaining cards to the box.
  - a) Place your Statistics cards to the left of your Hero card to create a pile of cards.



10. Take one or two “Magic Arrow” Spell card(s) from the supply and add them to the pile of cards to the left of your Hero card. One “Magic Arrow” is for Heroes of Might, two – for Heroes of Magic.
  11. Place your Hero’s Ability card and Level 1 Specialty card onto the pile of cards to the left of your Hero card.
  12. Shuffle the pile of cards to the left of your Hero card and place them face down back on the left of your Hero card. This is your Starting deck of Might and Magic.
  13. Take the remaining Ability cards, the Artifact cards, and the remaining Spell cards and sort them into three separate piles. Shuffle each pile of cards separately and place them beside the map tiles to form three separate facedown decks of cards. Draw the top card from each deck and place it face up beside each corresponding deck: this is the discard pile for each of these three decks.
  14. Based on the Difficulty Setting, each player takes a Starting Bonus.
16. Take your Combat board and place it horizontally above your Hero card.
    - a) Place a spare Combat board beside the Neutral Unit decks. This will be used to deploy Neutral units in a Combat encounter.
  17. Take the black acrylic cubes, Damage tokens, Paralysis tokens, and Morale tokens, and place them all into separate piles in the general supply, next to the map.
  18. Reference the number of Starting units associated to the scenario and take the required units from your 7 Unit cards and deploy them, “Few” units side facing up, along the closest two rows on your Combat board (see page 31, “Unit Placement in Combat” for more details).
  19. Place the Round tracker beside the map. Take a black cube from the general supply and place it on space “1” of the Round tracker.
  20. Place your Main Hero’s model onto the scenario map, on their Starting map tile, on the field of their faction town.

## Starting Bonus

Based on the difficulty settings the players decide to play the game at, reference below to see what type of Starting Bonus all players receive based on the chosen difficulty setting:

- **Easy** – Roll 2 Resource dice and add the resources from both dice, or draw 2 Minor Artifacts from the Artifact deck.
- **Normal** – Roll 2 Resource dice, choose to add the resources from one die or pick 1 minor artifact.
- **Hard** – Roll 1 Resource die and add the resources from that die or pick 1 facedown minor artifact.
- **Impossible** – no starting bonus.

**Draw an Artifact Card** – Draw the top card from the Artifact deck, if it is a Minor Artifact, place it in your hand. If the Artifact card is not a Minor Artifact, place the drawn card onto the Artifact discard pile, face up, and continue to draw Artifact cards until you have the required number of Artifact cards.

15. Take the Neutral Unit cards and sort them into four piles: Bronze, Silver, Gold, and Azure. Shuffle each pile of cards separately and place them beside the map to form four separate facedown decks of cards. Make sure

to leave enough space beside each deck for a corresponding discard pile.

The player who can list 5 Neutral units from „Heroes of Might and Magic III,” first, is the Starting player! Or, you can also roll an Attack die and the player with the higher result becomes the Starting player.

## ROUND STRUCTURE

Each scenario in **Heroes of Might and Magic III: The Board Game** has a limited number of rounds specified in the Mission book. The Round tracker is used to track the progress of the game through a repeating sequence of two rounds:

- **Resource rounds** – At the start of each players’ turn in this round, all players trigger an income of Resources from all town buildings and settlements they control. That’s marked on the Income board.
- **Astrologers rounds** – At the start of this round, an Astrologers Proclaim card is drawn and is read aloud. The effects of these cards affect different aspects of the game; as well as the duration of each effect varying, too (see page 17, for further details on “Astrologers Proclaim cards”).

The game repeatedly alternates between these two rounds and the current round is tracked by a black cube on the Round tracker.

## PLAYER'S TURN

Beginning with the Starting player, each player performs their turn in a clockwise order.

When playing the alliance mode, players will alternate activation beginning with the starting player and going back and forth between the teams until all players have activated.

1. At the start of your turn, draw or discard card(s) from your hand to equal the current hand limit – reference the current position and iconography beneath the Faction cube on your Hero's Experience track to see what your current hand limit is.
2. If the current round is a...
  - a) Resource Round – Collect your income from all of your town buildings and settlements.
  - b) Astrologers Round – Acknowledge the Astrologers Proclaim card effect before actioning your turn.
3. A player may perform any number of the following actions – based upon the actions' condition – as part of their turn:

**Once per Round Actions:** These actions can be performed simultaneously and at any moment during the game\*:

- a) Expand a town.
- b) Recruit units.
- c) Purchase a spell from the Mage Guild.

After performing one of these 3 actions, the player must place the corresponding token – expand their town, Build token; recruit units, Population token; purchase spells, Spell Book token – next to the Round tracker. At the end of the round, all spent tokens are returned to the players.

\*If they didn't perform the action before the start of their turn.

**Movement Points Actions:** Up to the Movements point available to the hero:

- a) Move a Hero into 1 field on the map.
- b) Prolong Combat with Neutral units for one more round.

**Morale Token Actions:** A player can spend their Morale token to complete one of the followings:

- a) Draw 1 card.
- b) Discard any number of cards, then draw the same number of cards from their deck of Might and Magic.
- c) Remove 1 card from their hand and draw 1 card from their deck of Might and Magic.
- d) Reroll a die.

(See page 16, "Using a Morale Token" for further details.)

**Unlimited Actions:** These actions must be performed during the player's turn and can be performed multiple times, just as long as these actions abide by the actions rules stated above.

- a) Recruit a Secondary Hero from a player's own faction.
- b) Use any card from their hand.
- c) Visit locations on the map.
- d) Flag mines or any other structure – with the appropriate cube in the color of the player's faction.
- e) Attack neutral units and enemy heroes.
- f) Pick up resources and items on the map.
- g) Activate a Building in a player's own Town.

### Attention!

When the Enemy Hero attacks a player's Hero, they can immediately recruit units or purchase a spell if they haven't already performed either of these two actions in this round.

When a player moves their Hero onto a field on the outside edge of a map tile, if there is not a field from a new map tile adjacent to this field, the player may spend 1 Movement point to discover an adjacent Map tile (see page 19, "Map Tiles").

# HEROES

There are two types of heroes in **Heroes of Might and Magic III: The Board Game**: a Heroes of Might (♁) and a Heroes of Magic (♁). There is a hero of each type in each of the different factions in the game.

At the start of the game, a player will choose a faction and then decide whether to be a hero of Might or of Magic. Whichever hero the player chooses to play will be referred to as their Main Hero for the duration of the game. The remaining hero in that faction will be known as that player's Secondary Hero. See below for further details on how both types of heroes play out in the game.



*Hero Card*

- |                   |                      |
|-------------------|----------------------|
| 1. Name.          | 7. Power.            |
| 2. Class.         | 8. Knowledge.        |
| 3. Type.          | 9. Starting Ability. |
| 4. Faction color. | 10. Specialty.       |
| 5. Attack.        | 11. Level tracker.   |
| 6. Defense.       |                      |

**Attention!**  
If ever the Core rulebook or Mission book states "... player's Hero..." this references to either a player's Main Hero or Secondary Hero.

## MAIN HEROES

A Main Hero is represented by its model and a corresponding Hero card. Every Main Hero has 3 Movement points for map exploration. Only a Main Hero can gain Experience and level up throughout the game. Only the Main Hero is associated with the player's deck of Might and Magic.

Each player starts a scenario with one Main Hero from their chosen faction. Each Main Hero starts at an Experience Level of 1. The maximum Experience Level for a Main Hero is Level 7, with Experience Levels gained by: defeating Neutral units with a higher or equal Experience Level as the player's Main Hero, visiting certain structures on the map, or by rolling "Experience" on a Treasure die.

All players start the game with slightly different decks of Might and Magic due to their chosen Main Hero and Starting Bonuses, and through the course of the game each player collects spell, ability, and artifact cards. These additional cards will gradually enhance and strengthen each player's deck of Might and Magic.

## SECONDARY HEROES

A Secondary Hero can be recruited by spending 10 Gold, only if the player controls at least one Town or Settlement. The Secondary Hero is represented by the other Hero model associated with the player's chosen faction. Therefore, a player can only control two Heroes at a time.

The player takes the Hero model from the supply and places it into any field with a Town or Settlement controlled by their faction. The Secondary Hero does not have a Hero card in the game – this being on the other side of the player's current Main Hero's card – cannot gain any levels of experience, and only has 2 Movement points. Any cards obtained by the Secondary Hero are placed directly into the player's hand.

When a Secondary Hero triggers Combat, they use their faction's Unit cards, but the player cannot use any cards from their deck of Might and Magic to enhance their Secondary Hero to gain any effects from them. When the Enemy Hero attacks the Secondary Hero, the player decides whether to use their faction Unit cards or just Retreat and remove their Secondary Hero from the map.

If the player's Secondary Hero is defeated, then their model is removed from the map and returned to the general supply and they give one of their Faction cubes to the player who's Hero defeated them. A player can recruit their Secondary Hero again during their next turn, by spending another 10 Gold.

## LEVELING UP A MAIN HERO

When a player's Main Hero levels up, they must move the Faction cube, on their Hero's Level tracker, up two spaces – two spaces equals an increase in 1 Experience Level. The position of the player's Faction cube on the Level tracker informs the player of their current hand limit, the number of Expert Level cards they can play on their turn, and any additional Specialty cards they gain at certain levels.

## ABILITY AND SPECIALTY CARD BONUSES

Once a player's Main Hero has leveled up – Levels 1, 2, 3, 5, and 7 – the player receives a bonus Ability card. The player decides to either take the top face-up Ability card from the Ability discard pile; or to draw 2 face-down Ability cards from the Ability deck, choosing to keep one card and placing the other card on top of the Ability card discard pile. The chosen card is put into the player's hand.

However, when a player's Main Hero reaches Level 4 and Level 6, instead of an Ability card, the player adds the corresponding Level Specialty card to their hand.

## LEVELING UP BONUSES

Every time a player's Main Hero levels up that Hero gains a bonus.

- A Level 2 Main Hero gains the ability to play 1 Expert Level card, per turn.
- A Level 4 Main Hero gains the ability to play 2 Expert Level cards, per turn.
- A Level 6 Main Hero gains the ability to play 3 Expert Level cards, per turn.

(See page 13, "Basic and Expert Effects" for further details).

- A Level 3 Main Hero increases their hand limit to 5 cards.
- A Level 5 Main Hero increases their hand limit to 6 cards.
- A Level 7 Main Hero increases their hand limit to 7 cards.

### Attention!

If a player's hand limit is 4, and they have 4 cards in their hand, then the player does not draw cards at the start of their turn. However, if at the start of their turn, the player does have more than 4 cards, they must discard card(s) down to their current hand limit.

## HERO CARD INFORMATION



**Attack** – Determines the number of Attack cards the player gets at the beginning of the game.



**Defense** – Determines the number of Defense cards the player gets at the beginning of the game.



**Power** – Determines the number of Power cards the player gets at the beginning of the game.



**Knowledge** – Determines the number of Knowledge cards the player gets at the beginning of the game.



**Might or Magic icon** – Shows the Hero's type.

**Starting Ability** – Shows the Ability card the player gets at the beginning of the game.

**Hero Specialty** – Shows which Specialty cards will be given to the player's hand at certain levels of promotion.

**Level Tracker** – A tracker where the player places one of their Faction cubes to indicate what Experience Level their Main Hero is currently at. Below the Level tracker, is additional information about the player's current hand limit or what the total number of Expert Level cards they can use, per turn.



# BUILDING A DECK OF MIGHT AND MAGIC

Attack, Defense, Knowledge and Power cards are referred to as “Statistics cards.” At the beginning of the game, each chosen Hero is given a number of Statistics, Specialty, Ability, and Spell cards based on the information stated on their Hero card. This gives a player 9 cards that form their initial deck of Might and Magic.

If a player acquires a card during the game, the card will go into their hand, unless otherwise stated. At the beginning of a player’s turn, the player checks the number of cards in their hand against their current hand limit, if the player has less cards than their hand limit – stated on their Hero card – they draw cards from their deck of Might and Magic up to this limit. These are the cards the player can use during their turn. However, if they have more than their hand limit, they must discard cards down to their hand limit.

## GENERAL CARD RULES

1. Descriptions on the cards are above other mechanisms and rules in the game – including in this list.
2. Cards are divided into **instant** and **ongoing** types.
3. Every card in a player’s hand needs to be activated to trigger an effect described on it.
4. Activated cards with the “Instant” icon (⚡) give their bonus immediately. Cards with the “Ongoing” icon (♻️) stay on the table till their effect is used or till the start of the next turn of the player who played them.
5. After a card is used, the card is discarded by placing it in the player’s discard pile.
6. If there are not enough cards in a deck when required to draw a card, shuffle the discard pile to create a new facedown deck.
7. After a player has drawn or discarded card(s)

to their current limit, they may discard up to two cards to draw the same numbers of cards from their deck of Might and Magic.

8. A player’s Ability and Statistics cards can be used either at Basic or Expert Level.
9. The number of Expert Level cards a player can use per round is stated on their Hero’s card.

## BASIC AND EXPERT EFFECTS

All Statistics cards and Ability cards are divided into two levels: Basic and Expert. A player can use any number of Basic Level cards, but only a specific number of Expert Level cards, per round – the player’s Main Hero card informs the player how many Expert Level cards they can play on their turn, based on their Hero’s current level.



*Ability Card*

1. Name.
2. Basic Effect.
3. Expert Effect.
4. Information what faction / Hero can use this card.

## ARTIFACT CARDS

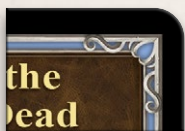
Artifact cards are divided into 3 levels: Minor Artifact, Major Artifact, and Relic. All Artifact cards are shuffled together to form one facedown deck. Players can gain an Artifact card by following the “Draw an ‘X’ card” rule (see page 32, “Terminology: Draw an ‘X’ card” in the Mission book for further details).

Artifact cards can affect: Combat, by increasing a unit’s attack or defense, or by increasing a spell’s power; Resources, by giving the player Resource tokens; Morale, by giving the player a Morale token; or by simply allowing the player to draw more cards into their hand.

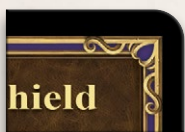
Artifact cards are obtained by either exploring the map or from rolling Treasure dice (see page 43, “Treasure Dice” for further details).



*Major Artifact Card*



*Minor Artifact*



*Relic Artifact*

1. Name.
2. Effect.
3. Fluff.

## SPELL CARDS

Spell cards are divided into 2 levels: Basic and Expert. Each Spell card (regardless of level) is also divided into 3 Power ranges. Each Power range has a different cost in Power. Usually, the more Power a player’s Main Hero uses, the stronger the spell will be.

For Basic Level spells these costs are as follows:

- 0 Power – for their weakest effect.
- 1 Power – for their middle effect.
- 2 Power – for their strongest effect.

For Expert Level spells these costs are as follows:

- 0 Power - for their weakest effect.

- 2 Power - for their middle effect.
- 4 Power - for their strongest effect.

Which power range of the card a player’s Main Hero can use, is determined by Instant effects from the cards in the player’s hand. To cast a Spell with a stronger effect, and consequently higher cost, a player needs to play a card that gives “Power” – this is one of the Statistics cards, “Power” card(s), given to all players at the start of the game. Additionally, other Spells can be also used to increase the Spell Power by 1 Power, per every Spell cast.

In any given Combat, a player’s Main Hero can only use one Spell per Combat round.



*Basic Spell*



*Expert Spell*

1. Name.
2. Magic School symbol.
3. Spell Effect.
4. Alternative Effect.

### Example:

The player controlling Sandro has used all of the cards on their hand in their previous turn. So for the rest of the round, their hand is empty. At the beginning of their next turn, the player draws 4 new cards from their deck of Might and Magic – up to their current hand limit. They draw Magic Arrow, Town Portal, and two Power cards into their hand.



During the player's turn, their Main Hero, Sandro, has 3 Movement points and as their first move, Sandro attacks a Neutral unit of Rogues and Boars defending a Mine, triggering Combat.

During this Combat, the player decides that Sandro will use the spell "Magic Arrow" against the Enemy Rogue unit. But since the Enemy Rogue unit has 3 HP and the "Magic Arrow" spell deals only 1 Damage on its weakest effect, the player decides to use both of their Power cards to gain +2 Spell Power for their next spell. Due to the additional Spell Power, Sandro can cast the "Magic Arrow" spell at its strongest effect to deal 3 Damage. This allows Sandro to kill the Enemy Rogue unit in one fatal blow, allowing Sandro's Units to focus on dealing damage to the Enemy Unit of Boars during the remainder of this Combat round.



When the Combat ends, the player decides to use the spell "Town portal." Since Power cards give Spell Power to the "next used spell," Town portal does not get any additional Spell Power and is cast at its lowest effect. The spell still allows the player to move Sandro to the selected town or settlement, however with the weakest effect, he won't gain any additional movement.



## GAINING SPELL CARDS

There are two ways to gain new Spell cards:

- Build a Mage Guild
- Exploring the map

## BUILD A MAGE GUILD

The default way for a player to get new Spell cards is to build a Mage Guild in their Town by spending the Resources shown on the Mage Guild Town Building card.

After building a Mage Guild, the player needs to gain 2 Spell cards. To gain 1 Spell card, the player must follow the "Draw an 'X' card" rule (see page 32, "Terminology: Draw an 'X' card" in the Mission book for further details). The player must complete this action twice to gain 2 Spell cards.

After gaining this immediate bonus of 2 Spell cards, the Mage Guild gives the player the ability to buy more Spell cards. The price for one new spell depends on the chosen faction of the player – reference the Mage Guild description on the town building card for further details. When the player buys a spell from the Mage Guild, they must follow the "Draw an 'X' card" rule (see page 32, "Terminology: Draw an 'X' card" in the Mission book).

### Example 1:

A player controlling Alamar, a Warlock Hero from the Dungeon faction, decides to build the Mage Guild in their Town. For the Dungeon faction, the Mage Guild building costs 4 Gold, 2 Building Materials and 1 Valuable. They pay the cost of the building, place the Mage Guild Town Building card above their Income Board and immediately draw 2 Spell cards in row. They can draw 2 random Spell card or take 1 uncovered spells. After checking what is currently uncovered, they see that the "Stone Skin" spell is uncovered. Since they want to add a few more defensive options to their deck, they take this card. After taking it, the first spell card from the covered pile (spell cards put face-down) is taken to replace it. It turns out to be Fireball. It is a pretty strong offensive spell, but Alamar already has a strong army of units, so they decide they do not need it. They decide to be more risky and take 2 random Spell cards from the top of the Spell deck. They draw another Fireball. It is the same spell as the one they did not want, but sometimes fate is tricky.

### Example 2:

A player controlling Tamika, a Death Knight warrior from the Necropolis faction, already has the Mage Guild built in their Town, and they want to buy some spells. For the first Spell card, they pay the required cost, which is, in the case of the Mage Guild in Necropolis, 5 gold. They pay it, then need to decide – take the uncovered spell or draw 2 from a random, face-down card pile.

## MORALE



*The uncovered spell is not interesting for them so they draw 2 random spell cards – Fireball and Magic Arrow.*



*Actually they would want to get both of them but for now they can only keep one. They pick Fireball and the unchosen one goes on the top of the currently uncovered spell and replaces it.*



*They do not have enough gold at the moment but are worried that someone will take Magic Arrow before them, so they play the ability card from their hand – Wisdom on the expert level. This ability makes the next bought spell cost be lowered by 3 gold, so they only pay 2 gold for that spell. Thanks to this trick, they pick Magic Arrow which they put as an uncovered spell themselves in the last move. The Wisdom card, after using its effect, goes into the player discard pile.*

### Exploring the Map

A player can also obtain Spell cards with either their Main or Secondary Heroes exploring the map, by claiming them at shrines. If a player's Secondary Hero gains a Spell card it goes straight into the player's hand. However, the Spell card effect cannot be used by the Secondary Hero in any Combat.

During the game, a player's Main and Secondary Hero will visit a variety of different locations on the map; certain locations on the map will cause only the player's Main Hero to gain either Positive or Negative Morale.

Whenever a player's Main Hero obtains Positive Morale, they take 1 Morale token from the supply and place it on the Hero illustration on their Hero card. A player's Main Hero can only have 1 Morale token at a time. Secondary heroes cannot possess, nor use a Morale token.

### USING A MORALE TOKEN

In any given moment of the game, a player can declare to use their Morale token to complete one of the followings actions:

- Draw 1 card.
- Discard any number of cards, then draw the same number of cards from their deck of Might and Magic.
- Remove 1 card from their hand and draw 1 card from their deck of Might and Magic.
- Reroll a die.

Whenever a player's Main Hero obtains Negative Morale, they must perform one of two actions:

- If the player's Main Hero has a Morale token, they must discard it.
- Or, if they do not have a Morale token, the previous player must immediately choose two random cards from the active player's hand and discard them.

## TRADING CARDS

When a player's Hero is on a field adjacent to a hero from an allied faction, both players may choose to give each other any number of Artifact and/or Spell cards – Ability, Statistics, and Specialty cards cannot be traded in this way.

### THE TRADING RULE

A player must give one card, in order to take one card from the other player. Both players must agree to trade cards. To do this, each player looks at their hand for cards and decides upon which cards to trade.

Cards from the player's discard or deck of Might and Magic cannot be used for trading.





# EVENTS

In *Heroes of Might and Magic III: The Board Game* there are two types of events that affect the gameplay:

- Astrologers Proclaim cards
- Timed Events

## ASTROLOGERS PROCLAIM CARDS

Astrologers Proclaim cards are drawn at the start of each Astrologers Round. These are Special Events that affect different aspects of the game. Astrologers Proclaim card effects are resolved as described on the card. Some card effects take effect immediately, only affecting the current Astrologer's Round; other card effects only take effect during the next Resource round; while some Astrologers Proclaim card effects last for

two rounds – both the current Astrologers round and the next Resource round – with the card effect ending at the start of the next Astrologers round.

## TIMED EVENT

Depending on the chosen scenario – especially in a solo campaign mode – the Mission book may mark a Specific Event that must be resolved immediately after something in the game has triggered it or the indicated round has been reached. These Special Events introduce a number of effects that affect all players or individual factions.



# RESOURCES

Resources are fundamental to the success of playing *Heroes of Might and Magic III: The Board Game*; resources are used to expand a player's Town, as well as recruiting units to increase a player's army.

There are three types of Resources in the game: Gold, Building Materials, and Valuables. All Resources are represented by tokens in the game and can be found in the general supply. The main locations where Resources can be found are the Mines and Settlements, located across the map. Some Artifacts can generate Resources, too.



*Gold*



*Building Materials*



*Valuables*



# TOWN

Each player starts the game with their own Town and an assortment of 7 buildings specifically associated with their faction. Each Town has the following types of buildings:

- **City Hall**  
During each Resources round, gain additional Gold or Specific faction-based effect.
- **Citadel**  
Allows units to increase in amount from a “Few” to “Lots.”  
Adds walls and gate objects when the town is besieged.
- **Unit Dwellings**  
Bronze units are available after building their dwelling; to buy Silver and Gold units, you need to buy higher Lv. dwellings in rising order. In addition - Silver units dwelling adds the Arrow Tower when the town is besieged.
- **Mage Guild**  
Allows buying Spell cards.
- **Faction buildings**  
Different buildings, each with a specific faction-based effect.

During the game, as Heroes move across the map to explore the different landscapes, they can attempt to capture Neutral Settlements or other players’ Towns. In order to capture an Enemy’s Town, the Hero has to move into the same field as the Town.

If a player’s Hero enters the field of an Enemy’s Town and the Enemy’s Hero is in the Town, Combat is triggered by the Attacking Hero. The Enemy Town is now called a “Besieged Town” as it is under attack.

If a player’s Hero enters the field of an Enemy’s Town and no Enemy Hero is present in the Town, the defending Hero – the player of the besieged Town – can spend 8 Gold to use their Faction army to defend their besieged Town. However, the defending player cannot use any Artifact, Spell, or Statistics cards to enhance their defense of their Town, since their Main Hero is

absent from their Town. If the defending player refuses to spend Gold or is not able to, the besieged Town is automatically captured.

A player who captures an Enemy Town, places one of their Faction cubes onto the Enemy’s Town and receives a Faction cube from the player whose Town they have captured. The player can also receive an immediate reward, stated in the details of the scenario in the Mission book, for capturing the Enemy’s Town, too. Other Heroes can attempt to capture the Town using the same rules. Depending on the scenario, this could trigger one of the required victory conditions (see page 43, “Victory Conditions” for further details).

If at the end of a player’s turn, a player loses control over their Faction Town and has no control over any other town or settlement, they must place one of their Faction cubes on the current round, on the Round tracker, to signify a round where they are in no possession of a Town or Settlement. The player has 3 full rounds to try and capture a Town or Settlement. If a player fails to capture a Town or Settlement within this time, they are removed from the game and lose.

When a Hero defeats an Enemy’s Hero in a besieged Town, and the defending player has no other Towns or Settlements, nor Heroes on the Map, this player is removed from the game.

If a player is removed from the game, they can still continue to participate in the game by taking control of the Neutral units during any Combat against a player – instead of the previous player rule (see page 31, “Combat”).

## Attention!

If a player only controls the Town from a different Faction, they cannot expand it, nor use its buildings.



# MAP ELEMENTS

## MAP TILES

### TYPES OF MAP TILES

**Heroes of Might and Magic III: The Board Game** plays over a series of Map tiles. These Map tiles are categorized into the following types using a series of Roman Numerals on the back of each Map tile:



1. Starting Map tiles: I
2. Far Map tiles: II-III
3. Near Map tiles: IV-V
4. Center Map tiles: VI-VII

### MAP TILE ANATOMY

Each Map tile is divided into 7 separate fields with each field containing a location illustration representing:

structures, Settlements, obstacles, or an empty field. Each field may also contain specific symbols for: Resources ( ), Treasures ( ), Artifacts ( ), Movement ( ) and where Neutral Army would be fought during Combat (see page 42, “Field Difficulty Level Table”).



- |                     |   |
|---------------------|---|
| 1. Empty field.     | 5. Borderline                               |
| 2. Structure.       | 6. Field Difficulty / Level of Neutral Army |
| 3. Artifact symbol. |   |
| 4. Blocked field.   |   |

### EMPTY FIELDS

An empty field is a field that does not contain any Neutral units or Heroes. It may be empty without any structures, or may have already been resolved by a hero – marked with a black cube. A field that needs to be resolved – for example, an Campfire or an Enemy Mine – is not considered an empty field.

### SCENARIO MAP TILES

All players decide upon the type of scenario they wish to play, reference the “Map Setup” section of the scenario and selects all of the required number of Map tiles of each Map tile type before placement of the Map tiles can begin (see page 3, “Scenario Preparation” in the Mission book.)

All scenarios in **Heroes of Might and Magic III: The Board Game** will a combination of both a Center Map tile and a selection of Near Map tiles in the middle of each scenario Map. The Near Map tiles are shuffled and randomly placed, face down, in the middle of the playing area to match the configuration of the scenario Map shown in the Mission book.

All players have their own Starting Map tiles that must be placed on opposite sides of the scenario Map (see the “Map Setup” of the chosen scenario for further details.)

Each player will also have a random selection of face-down Far Map tiles. These are kept beside the player’s Hero card at the start of the scenario and are only placed face up onto the scenario Map once their Hero chooses to explore new lands; thus, a Far Map tile is placed.

If a player has no more face-down Far Map tiles in front of them, they cannot explore any more additional new lands than is already in the scenario Map, and must move toward an adjacent field, instead.

## STANDARD MAP TILE PLACEMENT

When a player’s Hero chooses to explore a face-down Near or Center Map tile, they must spend 1 Movement point to flip over the Map tile and must place the Map tile. If a player chooses to explore new lands – enabling a Far Map tile to be placed – they must also spend 1 Movement point to place a face-up Far Map tile.

Far Map tiles can only be placed in a space adjacent to at least two other Map tiles. One of the fields of the newly placed Map tile must be placed adjacent to the field the Hero – who is discovering the new lands – is currently on.

Each placed or flipped Map tile must be positioned so there is at least one valid “Pathway” between one of the fields on the placed Map tile and a field from an adjacent Map tile.

**Pathway** – A dotted yellow line between two fields.

**Blocked Pathway** – A solid yellow line between two fields.

A Blocked Pathway prevents a player’s Hero from entering into that field. This is caused by different types of terrain within the landscape of Antagarich: Mountains or Water Reservoirs.

## MAP TILE DIFFICULTY LEVELS

On the back of each Map tile, there are Roman Numerals stating the Difficulty Level of any Combat encounter with Neutral units (see page 42, “Field Difficulty Level Table”). A player can see a Map tile’s Difficulty Level before it is flipped or drawn from its corresponding Far Map tile pile in front of them.

The higher the Difficulty Level of a Map tile, to higher the rewards that can be gained from fields on that Map tile. For example: the Center Map tile will have the most valuable items in the game, but will have the strongest Neutral Unit Combats; and a player’s Starting Map tile will have more basic Resources, but will have the weakest Neutral Unit Combats.



## MOVING ON THE MAP

Each player's Main Hero's base movement value is 3 points. This can be increased during the game by certain abilities or Map Locations.

If a player's Hero enters a field with either an enemy's Main or Secondary Hero or any Neutral units, they will automatically trigger Combat.

If Combat is between two Heroes, at the beginning of their activation, a player can decide to Surrender their Hero from the Combat. The Surrendering player gives 10 Gold to the Enemy Hero, before removing their Hero from the field and placing it back into any Town or Settlement their faction controls (see page 31, "Surrender" for further details).

During Combat with an Enemy Hero or Neutral Units, the player can choose to Retreat their Hero from the Combat, the player must move their Hero's model back to any of their own towns or settlements. The player's Hero will also lose all of their units, but will keep their starting units.

During Combat with any Neutral units, if a player's Main or Secondary Hero cannot continue with the Combat, the player must move their Hero's model back onto the last occupied field before triggering the Combat.

## FIELD INTERACTION

Individual fields on a Map tile may have different icons representing locations with different effects. For example, some locations provide additional Resources, while other locations increase a player's Hero's Experience Level.

Based on the type of location a player's Hero interacts with, the player must place a cube – either one of their faction cubes, or a black cube – to signify the location has been visited.

**Faction cube** – Is placed on locations giving benefits to only the controlling Hero's faction. The controlling Hero of a location can change many times over the course of a game.

**Black cube** – Is placed on locations which can only be used once. No Hero can gain the benefit from the location for a second time until the black cube is removed from the map.

## LIST OF MAP ELEMENTS AND THEIR EFFECTS

### SETTLEMENTS



When captured for the first time, each Settlement will generate their income immediately, and then again during each Resource round.

**A Settlement that generates Building Materials:**  
2 x Building Materials

**A Settlement that generates Valuables:** 1 x Valuable

**A Settlement that generates Gold:** 5 x Gold

**A Settlement that generates units\*:** \*Free unit increase in amount from a "Few" to "Lots." When the Settlement is recaptured by another player, the cost to increase a unit amount is half (rounded up). Applied to only Bronze and Silver units.

\*This effect happens only once after capturing this location.

**Placement on the Map:** Faction cube + Generated resource



*Castle  
Settlement*



*Dungeon  
Settlement*



*Necropolis  
Settlement*

## MINES



When captured for the first time, each Mine will generate their income immediately, and then again during each Resource round.

**Ore Mine:** 2 x Building Materials

**Alchemist's Lab, Crystal Mine, Gem Pound:**  
1 x Valuable

**Gold Mine:** 5 x Gold

**Placement on the Map:** Faction cube



*Ore Mine  
(Building Material)*



*Alchemists Lab  
(Valuables)*



*Crystal Mine  
(Valuables)*



*Gem Pound  
(Valuables)*



*Gold Mine  
(Gold)*

## WINDMILL



Gain 1 Valuable.

**Placement on the Map:** Black cube

## WATER WHEEL




Gain 3 Gold.

**Placement on the Map:** Black cube

## SHRINE OF MAGIC INCANTATION



A Hero visiting a field can pay 3  to draw 2 cards from the Spell deck, choosing one card to put into their hand, and placing the remaining card on the face-up discard pile.

**Placement on the Map:** Black cube

## MYSTICAL GARDEN



Choose one: Gain 2 Gold or gain 1 Valuable.

**Placement on the Map:** Black cube

## STABLES



Gain 1 additional Movement point.

**Placement on the Map:** –

## MAGIC SPRING



The player picks the top 3 cards from their discard pile. They choose one card to place in their hand; shuffling the remaining two cards back into the discard pile.

**Placement on the Map:** Black cube

## LEARNING STONE



Main Hero gain half a level.

**Placement on the Map:** Black cube

## TREE OF KNOWLEDGE



The player's Main Hero may choose to pay 3 Valuables or 10 Gold, to level up.

**Placement on the Map:** Black cube

## TEMPLE



Gain a Positive Morale token.

**Placement on the Map:** Black cube

## OBELISK



This effect depends on the chosen scenario.

**Placement on the Map:** Black cube

## TREASURE SYMBOL



Roll a specified number of treasure dice, then select one to resolve its effect.

**Placement on the Map:** Black cube

## SHRINE OF MAGIC GESTURE



The player draws 2 card from the Spell deck, choosing one card to put into their hand, and placing the remaining card on the corresponding face-up discard pile.

**Placement on the Map:** Black cube

## ARTIFACT SYMBOL



A Hero visiting a field with a special artifact symbol draws 2 cards from the Artifact deck, choosing one card to put into their hand, and placing the remaining card on the face-up discard pile.

**Placement on the Map:** Black cube

## WITCH HUT



The player draws 1 card from the Ability deck. They can choose to put it into their hand or place on the face-up discard pile of ability deck.

**Optional:** After resolving the above effect, the player can remove one Ability card from their hand to draw another Ability card.

**Placement on the Map:** Black cube

## WARRIOR'S TOMB



The player draws 2 cards from the Artifact deck, choosing one card to put into their hand, and placing the remaining card on the corresponding face-up discard pile. Then do this action again.

Afterwards, resolve the Negative Morale effect twice (see page 16, "Using a Morale Token").

**Placement on the Map:** Black cube



## TRADING POST



This location allows a Hero to trade Resources (see page 43, “Exchanging Resources on the Map”).

**Placement on the Map:** –

## DRAGON TOWER



This effect depends on the chosen scenario.

**Placement on the Map:** –

## FOUNTAIN OF YOUTH



Gain 1 additional Movement point.

Then gain a Positive Morale token.

**Placement on the Map:** Black cube

## REDWOOD OBSERVATORY



Discover any tile adjacent to the tile the Hero is currently on.

**Placement on the Map:** Black cube

## SANCTUARY



If your hero is on this field, they cannot be attacked by another hero.

**Placement on the Map:** –

## OBSTACLES



During the exploration of the map, various elements of the natural environment on the tiles may be obstacles. Heroes cannot move through them. They are marked with thick, yellow border.

**Placement on the Map:** –

## SETTLEMENTS

Settlements are smaller, additional Towns; however, a player cannot expand them. Settlements can offer different benefits depending on the type of benefit chosen by the controlling player.

After capturing a Settlement, the player may select one of three types of benefit: Gold, Building Materials, Valuables, by placing the relevant Resource token on the Settlement field and placing one of their Faction cubes on the field, too. In addition, they immediately gain the Resource income that this Settlement provides based on the Resource token placed, regardless of the current round.

Alternatively, the player may choose to not place any Resource token but, instead, increase one of their Faction Unit amounts from a “Few” to “Lots” for free. This applies to only Bronze and Silver units and must be done immediately after the Settlement is captured. This is a one-time bonus for the player. Only a Faction cube is placed on the Settlement to signal which Faction now occupies the Settlement.

A player can attempt to capture another player’s settlement. If the Enemy Hero who captured the Settlement is in the same Settlement the Attacking Hero has entered, Combat is triggered. If the Enemy Hero who captured the Settlement is absent, they may pay 8 Gold to send their Faction units to the Settlement to defend.

If the Attacking Hero wins the Combat, the Attacking player removes and returns the previous owner’s Faction cube and replaces it with their own Faction cube, instead. The winning player can also decide to replace the current Resource token for another type of Resource token. As with the Mines, if a Settlement was controlled by another player beforehand, the player does not receive any immediate income bonus for capturing the Settlement after taking it over.

Depending on the type of Resource token placed, the Settlement will generate income on each subsequent Resource round:

- **A Settlement that generates Building Materials:** 2 x Building Materials
- **A Settlement that generates Valuables:** 1 x Valuable
- **A Settlement that generates Gold:** 5 x Gold

Alternatively, the winning player can decide to not place any Resource token but instead use the immediate one-time bonus for increasing one of their Faction Unit

amounts from a “Few” to “Lots” for half of the price (rounded up). No additional tokens are placed on the Settlement.

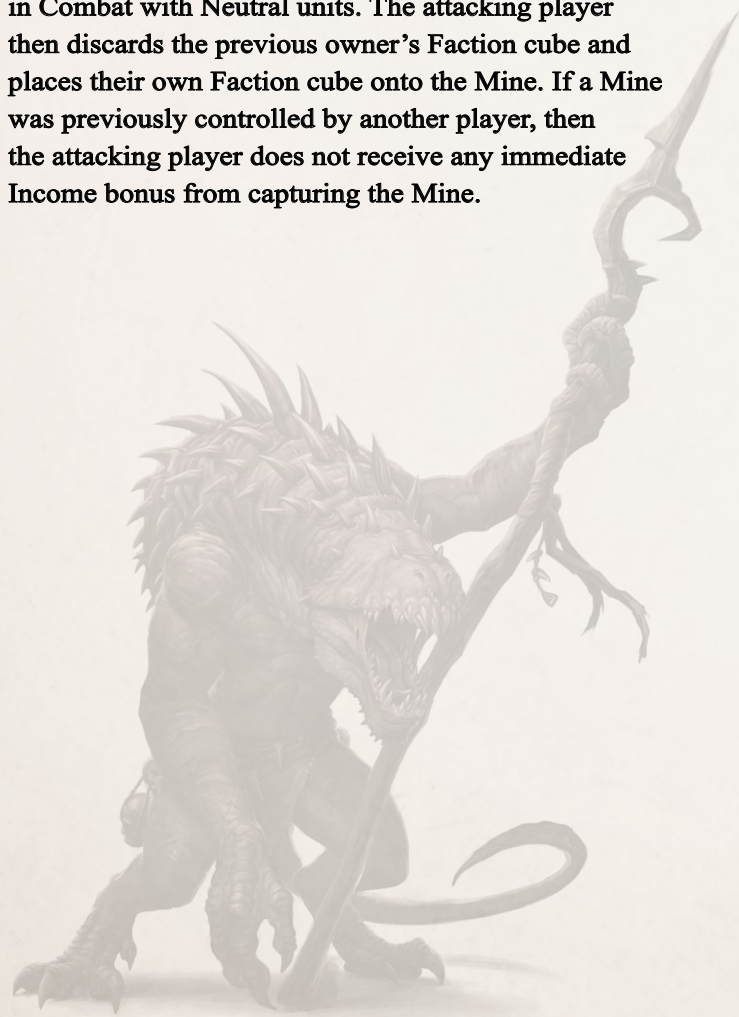
## MINES

Mines are Neutral locations found in fields with a Roman numeral. If a player’s Hero enters a field with a Roman numeral, Combat is triggered. If the player’s Hero defeats the Neutral units at the Mine, the player places one of their Faction cubes on the Mine and gains an immediate Income bonus equal to the amount of Resources the Mine provides during a Resource round.

During each subsequent resource round, it generates income as follows:

- **Ore Mines:** 2 x Building Materials
- **Locations that generate Valuables:** 1 x Valuable
- **Gold mine:** 5 x Gold

Mines controlled by another player can be captured. If there is no Enemy Hero on the given field, the Attacking Hero captures it automatically by moving into the field – ignore the Roman numeral and engaging in Combat with Neutral units. The attacking player then discards the previous owner’s Faction cube and places their own Faction cube onto the Mine. If a Mine was previously controlled by another player, then the attacking player does not receive any immediate Income bonus from capturing the Mine.



# UNITS



*Unit Card (Few)*



*Unit Card (Lots)*

- |             |                                   |
|-------------|-----------------------------------|
| 1. Name.    | 7. Initiative.                    |
| 2. Level.   | 8. Recruitment cost.              |
| 3. Type.    | 9. Cost of increasing the amount. |
| 4. Attack.  | 10. #LOTS symbol.                 |
| 5. HP.      | 11. Special ability.              |
| 6. Defense. |                                   |

Each Faction has a unique set of 7 different Unit cards, that once recruited by the player, form the player’s “Faction Army.”

Each Unit card is double-sided stating: a “Few” units and a “Lots” of units. Each newly recruited Unit card is deployed on the “Few” units side of the card until the cost of Additional recruitment has been paid, allowing the Unit card to be flipped onto the “Lots” of units side of the card.

When a Unit card has been recruited it is placed directly onto the player’s Combat board, “Few” units side up (see page 31, “Unit Placement in Combat” for further details). A player can only have five Unit cards on their Combat board at a time. If a player has more than 5 units on their Combat board, they must discard down to 5 Unit cards.

A Unit card will stay on the Player’s Combat board until either the Unit card is defeated in Combat or is removed

from the player’s Combat board, due to purchasing a higher level Unit card.

Every unit has the following statistics:



**Attack** – Determines the amount of damage dealt by the unit. The attack value can be changed by an Artifact, Spell, Ability, or a Main Hero’s Specialty cards.



**Defense** – Determines the amount of damage that the attacked unit is reduced by. The defense value can be changed by an Artifact, Spell, Ability or a Main Hero’s Specialty cards. Defense is only used when units are attacking each other. Damage dealt from other sources, such as Spells, is not reduced by a unit’s defense. Defense only reduces the incoming attack by its value.

### *Example:*

*Alamar is in Combat with Catherine. His “Lots” of Harpies units are about to activate. However, first, the player controlling Alamar decides to cast a Magic Arrow spell with +1 Power on Catherine’s “Few” Crusaders unit. The Crusaders’ Defense value isn’t applicable against spells, so they suffer 2 damage – by placing the relevant Damage tokens onto the Unit card – and survive on 2 HP remaining. Now, Alamar moves his “Few” Harpies unit toward and attacks the Crusaders. Harpies’ base Attack stat is 2, the player has nothing to increase this, so they proceed to roll the Attack Die. They get a -1 outcome, resulting in the Harpies’ attack being reduced to 1.*

*The unit’s Defense is always applied to other units’ attacks, so in the end, Harpies 1 Attack is blocked by the Crusaders’ 2 Defense. The “Few” Crusaders unit is still on the Combat board with 2 damage and 2 HP left.*

## UNIT TYPES

Each Faction has three different types of units:



**Ground** – Ground Units can move up to two spaces on the Combat board.



**Flying** – Flying Units can move up to three spaces, ignoring obstacles, even walls, when attacking an enemy town.



**Ranged** – Ranged Units can attack a unit in any row without being adjacent to it. They can move one space after the attack. If they move before attacking, then they cannot attack.

Ranged Units suffer a ranged penalty when their Targeted unit is on an adjacent Combat field to them – the Attacking unit – or if the Targeted unit is on the furthest row on the Combat board.

If the Ranged Unit does have to take a ranged penalty, the player must roll 2 Attack dice and apply the lower result to the attack's value.

When besieging an Enemy Town, a Ranged Unit has an additional ranged penalty of -1 Attack value. This penalty applies if at least one Wall card or Gate card is on the Combat board.

**Special Ability** - Most Faction units have a Special Ability; some of these Special Abilities require the roll of the Attack die and a certain outcome on the die to result in the Special Ability being triggered.



**HP** – Determines the amount of Damage a unit can take. If a player has a “Few” units of a certain type and if the Unit’s HP is reduced to 0, the Unit card is removed from the Combat board and is returned to the player’s Unit card pile. When a player has “Lots” of units certain type and the Unit’s HP is reduced to 0, the Unit card is flipped over the “Few” side of the Unit card and if there is any remaining Damage to be inflicted into the Unit, place the corresponding number of Damage tokens onto the Unit card.



**Initiative** – Determines the order the Unit will activate during a Combat.

Type	Moving on the Board	Who can be Attacked	Additional Rules
Ground	2 spaces	Adjacent	–
Flying	3 spaces	Adjacent	Ignore obstacles while moving on the board.
Ranged	1 space	Any	While attacking adjacent units or attacking from the furthest row to the units on the opponent’s furthest row, roll two Attack dice and choose the lowest of the two results. Additional -1 Attack penalty during besieging town (as long as walls/gate are present).

## RECRUITMENT COST

This is the amount of Gold, and sometimes Valuables, needed to recruit a certain type of Unit into a player's Main Hero's Faction army. There are 7 Faction-specific Unit cards, divided into 3 different levels, for a player to recruit during a game.

Unit cards are recruited from three different Dwelling Buildings found in the player's Town. There are three levels of Dwellings and each leveled Dwelling must be built before a player can recruit a matching leveled Unit card. Players must build a Level 1 Dwelling before they can build a Level 2 Dwelling, and build a Level 2 Dwelling before they build a Level 3 Dwelling.

Each Faction-specific Unit card is double-sided: one side stating a "Few" of that unit type and the other side stating "Lots" of the unit type. Whenever a player recruits a unit, they must pay the Initial Recruitment cost on the left side of the Unit card. Once recruited, the player must deploy the recruited unit, "Few" side up, directly onto their Combat board.

Each player can only have a maximum of 5 unit types on their Combat board at any one time. If a player chooses to recruit a new unit into their army, they must discard a Unit card from their Faction army on their Combat board.

If a player wishes to increase the size of a unit, they must pay the Additional Recruitment cost on the right side of the Unit card, in order to flip the Unit card over onto the "Lots" side of the Unit card.

### Example:

*Queen Catherine has built all three of her Town's Dwellings, giving her access to recruiting all 7 of her Faction Units. However, with a limitation to her only recruiting 5 of these units into her Faction Army. She decides to recruit Marksmen, Griffins, Crusaders, Zealots, and Archangels, so Halberdiers and Champions wouldn't be used.*



	Town Building	Castle	Dungeon	Necropolis
Bronze Units	Level 1 Dwelling	Halberdiers, Marksmen, Griffins	Troglodytes, Harpies, Evil Eyes	Skeletons, Zombies, Wraiths
Silver Units	Level 2 Dwelling	Crusaders, Zealots	Medusas, Minotaurs	Vampires, Liches
Gold Units	Level 3 Dwelling	Champions, Archangels	Scorpicores, Black Dragons	Dread Knights, Ghost Dragons

## NEUTRAL UNITS

Neutral units do not belong to any Faction. Like the Faction units, Neutral units are also divided into Ground, Flying, and Ranged units. Neutral units are represented by 4 decks of cards stating their difficulty level: the Bronze deck contains a range of Basic Neutral units, the Silver deck contains semi-dangerous units, the Gold deck contains Neutral units comparable to the Gold units from each faction, and the Azure deck contains stronger Neutral units than the Gold units.

The Diplomacy Ability card on its expert level allows the player to immediately Recruit one of the drawn Neutral Unit cards from a Combat encounter before the Neutral units are Deployed onto the Combat board. The Recruitment cost is shown at the bottom of the Neutral Unit card.

Before Recruiting, the player must have the corresponding Dwelling built in their Town in order to accommodate the newly Recruited Neutral unit:

- ★ Dwelling for ★ Units
- ★ Dwelling for ★ Units
- ★ Dwelling for ★ and ★ Units

### *Example:*

Queen Catherine triggers a Combat encounter with level 7 Neutral Units. The player draws 2 cards from the ★ deck – 2x Azure Dragons. Before deploying them on the Combat board, the player plays the Diplomacy Ability card on the expert level to recruit the Azure Dragons.

First, they have to check if they have a corresponding Dwelling in their Faction Town.

Yes, the Glory of Erathia (Dwelling for ★ Units) is already built, so the player can

👉 the Azure Dragons' Recruitment cost (32 🍀 and 2 🍀) and is Deployed into their army. However, Queen Catherine already has 5 Units in her army – "Lots" of Halberdiers, "Lots" of Griffins, a "Few" Zealots, a "Few" Champions, and a "Few" Archangels. The player decides to remove the "Lots" of Halberdiers unit – their card is discarded back into their Faction Unit stack – and is replaced with Azure Dragons. Now, Queen Catherine is stronger than ever! It's great because there is only one Neutral unit remaining; the remaining Azure Dragons must now be Deployed and defeated.



On each Map tile, the Neutral Unit Encounter fields are marked with a Roman numeral indicating the Difficulty Level of the Neutral Unit Encounter in that location. When a player moves one of their Heroes onto a Neutral Unit Encounter field, the player whose turn it previously was, must consult the Roman numeral Difficulty Level of the Neutral Unit Encounter field (see page 42, "Field Difficulty Level Table") against the Difficulty Setting the game is currently being played at to see the number and type of Neutral Unit cards that must be drawn and placed onto the Neutral Unit's Combat board (see page 31, "Combat").



Combat takes place each time a player's Main or Secondary Hero enters a field with either an Enemy Hero, any Neutral units, an Enemy Town, an Enemy occupied Settlement, or a Neutral Settlement.

The Hero and their units that entered into a field that triggers a Combat are known as the 'Attacking unit(s)', whereas the Enemy Hero and their units, or the Neutral units that were currently in the field when the Combat was triggered are known as the 'Defending unit(s).'

## COMBAT ROUNDS

Whenever Combat is triggered, the two parties involved in the Combat – Attacking Hero, Defending Hero, or Neutral Units – push both Combat boards together to form a larger 5 x 6 Combat grid of 30 Combat spaces, called a Combat Field.

The duration of a Combat encounter differs depending on who the Enemy units are:

- Neutral units (Bronze, Silver, Gold Level) – One Combat round only.
- Neutral units (Azure Level) / Enemy unit with the Enemy Hero - As many Combat rounds as needed until there is a winning opponent or one side Surrenders, or Retreats (only possible for the players).

## COMBAT SETUP

### NEUTRAL UNIT COMBAT SETUP

In a Clash mode or an Alliance mode, the **player who completed their turn last** is the player who freely deploys and commands the Neutral units during a Combat. So, the beneath deployment rules are only the reference, not the obligation for them.

The player controlling the Neutral units must spend all of a Neutral unit's Movement points – not applicable for Ranged Neutral units – and, if possible, must perform an attack on the Attacking Hero's Army units.

When a player's Main Hero enters a field marked with a Roman numeral, Combat is triggered. Neutral units on the Combat board are placed as follows:

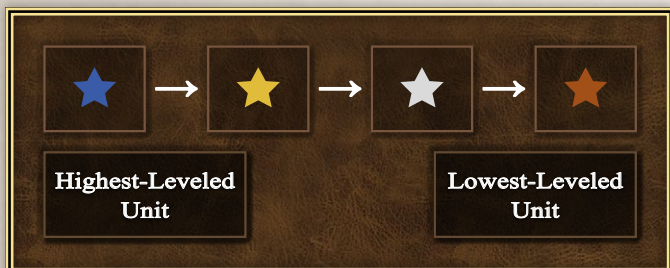
1. Check the "Difficulty" table and reference the Roman numeral Difficulty Level of the Neutral Unit Encounter field against the Difficulty Setting the game is currently being played at to see the number and type of Neutral Unit cards that must be drawn.
2. Draw the required number of Neutral Unit cards from the appropriate Neutral Unit decks. Flip over the drawn Neutral Unit cards and group them into the 3 types of units: Ground, Flying, and Ranged.
3. Reference the Roman numeral in the field the player's Hero has entered, against the Difficulty Level table. This informs the player controlling the Neutral units how many Neutral Unit cards are drawn from the appropriate Neutral Unit decks. Flip over the drawn Neutral Unit cards and group them into the 3 types of unit: Ground, Flying, and Ranged. Place the Neutral Unit's Combat board vertically – showing three columns of five spaces – between the two players involved in the Combat.

### UNIT PLACEMENT IN COMBAT

1. Place any Ranged units along the back row of the Neutral Unit's Combat board, starting with the highest initiative Ranged unit deployed on the leftmost space, with any further Ranged units deployed in initiative order from left to right.
2. Place any Ground and/or Flying units along the second row of the Combat board – the row in front of any previously placed Ranged units –

with the highest initiative unit deployed on the leftmost space, with any further Ground and/or Flying units deployed in initiative order from left to right.

If two or more units have the same initiative, the higher-levelled unit is deployed on the leftmost space on the Combat board.



If two or more units still have the same level and initiative, then the player controlling the units makes the decision on how best to deploy them during the Combat.

If there were no Ranged units placed in the previous step, still place all Ground and Flying units along the second row of the Combat board.



In a Solo Mode, the player must control both their own Faction units and the Enemy units following the rules above. The term “Enemy units” refers to both the AI Enemy’s Faction units and any Neutral units they encounter.

## HERO UNITS COMBAT SETUP

When a player recruits one of the Units, it is placed directly onto one of the last two rows of their Combat board, with the “Few” side facing up.

Players can freely change the deployment of their Units during their turn but cannot change anything when the combat is triggered.

## COMBAT INITIATIVE ORDER

During Combat, units activate in initiative order, starting with the highest initiative activating, first. If both players have a unit with the same initiative, then the Hero that initiated the Combat activates their unit first.

If there are more than two units with the same initiative, between both players, the Combat starts with the attacking player and then alternates between each player activating each shared-initiative unit.

## COMBAT OBSTACLES

Units cannot move into or through a space on the Combat board with an obstacle card – except for Flying units.

The obstacles on the Combat board are as follows:

- **Units** – A Unit card cannot move through another Unit card.
- **Obstacles** – A Wall card and Gate card appear on the Combat board when an Attacking player is besieging a Town with a citadel (walls and gate).
- **Wall Card** – An Obstacle card that prevents a Unit card moving through the space.
- **Gate Card** – A special card that appears when an Attacking player is besieging another player’s Town. It allows the Defending player’s units to move and stand on it. A Gate card is considered to be an Obstacle card for the Attacking player’s units.

Obstacles can be removed from the Combat board by attacking them with any unit, except a Ranged unit. The Attacking player must spend 1 Attack action on the Obstacle to remove the Obstacle card on the Combat board. Once removed, return the Obstacle card to the General Supply.



## UNIT ACTIONS IN COMBAT

When a player activates one of their Unit cards, during Combat, the player can perform any of the following actions during their unit's activation:

- **Move** – A player's unit can move up to a number of spaces specified by its type.
- **Attack** – Ground and Flying units must be adjacent to an Enemy unit to perform an Attack action. Ranged units can choose any target, as long as they are not adjacent to an Enemy unit. A player's unit is considered adjacent when it's located orthogonally to another unit. Units located diagonally are not adjacent and cannot be attacked, except by Ranged unit attacks.
- **Retaliation Attack** – If a Defending player's unit survives an attack by an Attacking player's unit, while being adjacent to the Attacking player's unit, then the Defending player's unit can perform a Retaliation Attack action on the Attacking player's unit.

After performing a Retaliation Attack, the Defending player places one of their Faction cubes onto their Defending unit's card to indicate it has performed its Retaliation Attack.

Each unit can perform a Retaliation Attack once per Combat round. At the end of the Combat round, once all units in the Combat have been activated, remove any placed Faction cubes on any Unit cards that performed a Retaliation Attack during the round. If a player's units are in a Combat encounter consisting of more than one Combat round, all units have regained a Retaliation Attack action for their next Combat round.

## ATTACK DIE (CUSTOM D6)

Before a player completes a Unit attack against an Enemy Hero or Neutral Unit – once the player has played all of their cards – the player must roll an Attack die and add the outcome on the die to their Unit's attack.

If a player's Unit or Main Hero has a Special Ability that requires them to roll an Attack die, roll an Attack die and compare the outcome on the die with the outcome(s) on the card. If both the outcomes match, then the ability is activated.

Sides on the Attack die:



## USING CARDS DURING COMBAT

Cards from players hands are always used after determining the unit with the highest initiative. If the unit with the highest initiative is a Neutral unit, the Neutral unit activates first. In this case, the Defending player can use their hand only for defense and must play any defensive cards before the Attack die from the Enemy unit is rolled.

Spells are always cast before a player's Hero's unit is Activated. That means that if a player's Hero was attacked, they cannot defend their units with spells. By default, a player's Hero can only cast one spell during one Combat round: this can be modified by some special effects from the cards, e.g., Knowledge statistics card or Intelligence ability card.

### Example:

*The player has an Artifact, Ogre's Club of Havoc (that gives them a +2 attack when discarding 1 additional card) in their hand, 2 Defense cards and the Fireball spell.*



*The Enemy's "Lots" of Griffins unit have a higher initiative than any of the player's units. Because of that, the Enemy's "Lots" of Griffins unit move first and attack the player's "Few" Dread Knights unit. The player sees that this Enemy unit has 3 Attack but also low HP – 1 HP Damage already on its card.*

*The player decides to play a Defense card on its Expert Level onto their "Few" Dread Knights Unit card in the hope it would be enough to block the whole attack.*

*The Enemy's "Lots" of Griffins unit attack and the Attack die is rolled – the result is "+1." This results in the Enemy unit attack for 4 Damage, and it all was negated by the player's "Few" Dread Knights Defense and extra +2 Defense from the accompanied Defense card. The player's "Few" Dread Knights unit is unharmed, taking no Damage tokens, and the Defense card goes onto the player's discard pile.*

## INSTANT AND ONGOING CARDS

**Instant Cards** (⚡) – These cards are played to gain an immediate bonus. These cards can be used to increase a Spell’s power, increase the attack value or defense value of a selected unit, or to draw a card from the top of the Might and Magic deck. All these effects work only once per card so, e.g., if the unit is attacked and the player uses “Defense +1” it’s only for this single attack. After creating its effect, the card is discarded.

**Ongoing Cards** (∞) – These cards are placed on the table in front of the player and either give a bonus or have a condition awaiting to be met. These cards last either until their condition is fulfilled or until the end of the player’s current turn. After this, the card is discarded.

## SPECIAL EFFECTS — PARALYSIS AND OTHER CARDS

Some cards and units’ abilities can provide ongoing effects. If any unit is affected, place the specific card or a Paralysis token on top of the Unit card on the Combat board.

The status effect can, for example: increase a unit’s Defense, Attack, Initiative, or just modify the amount of HP a unit has.

### Paralysis

A paralysed unit cannot move, nor attack. This effect cancels when the affected unit is attacked. Then it will perform an instant Retaliation Attack – this doesn’t matter if the unit has already performed a Retaliation Attack during this current round.



## COMBAT AGAINST NEUTRAL UNITS

**The rules below are for the solo campaign gameplay.** However, these rules are also recommended as the default for a player controlling the Neutral units during Combat in a Clash or Alliance mode.

Once Combat is triggered, the Neutral units will attack the Attacking player’s units as follows:

1. All units activate in initiative order, starting with the highest-initiative unit.
  - a) The Attacking Hero has priority if there is a tie for the highest-initiative unit.
2. Neutral units always attack the Attacking player’s closest units. If the Neutral unit is not within range of any of the Attacking player’s



The player’s “Few” Dread Knights unit survived the attack, so they perform a Retaliation Attack. The player’s “Few” Dread Knights unit base Attack stat is 5. The player decides that since the Enemy unit has low HP they will give their “Few” Dread Knights unit an extra +2 Attack from the Ogre’s Club of Havoc Artifact card to make their unit deal enough damage to kill the Enemy unit – they discard the second Defense card to trigger this effect. After that the Attack die is rolled – the result is “-1.” This results in an Attack of 6. Sadly, it is not enough. The Enemy’s Griffins Unit card is flipped to the “Few” side, but the unit survived on 1 HP left! The Artifact card used during this Retaliation Attack goes to the discard pile and the player places one of their Faction cubes onto their Dread Knights Unit card to signal that this unit’s Retaliation Attack has been triggered during this Combat round.



After this exchange, it is the player’s “Few” Dread Knights unit’s turn to be Activated. The player can either activate that unit, or play Fireball from their hand, first. Therefore, before the player activates this unit, they decide to cast Fireball to finish the wounded Enemy unit with 1 Damage. Thanks to that, their unit will not waste their Attack action on an almost dead Enemy unit and can target another Enemy unit, instead.

units, the Neutral Unit player will spend as many of the Neutral unit's Movement points to be within range of the Attacking player's unit.

- a) If two of the Attacking player's units are equally distant away from the Neutral units, the Neutral units will move toward the lower level Faction unit. If both Faction units are of the same level, the Neutral unit player chooses which Faction unit their unit will move toward.

3. Ranged Neutral units attack with the following list of Attack priorities:

- a) An Attacking player's unit at the same level as the Ranged Neutral unit making the attack.
- b) An Attacking player's unit at a lower level as the Ranged Neutral unit making the attack.
- c) An attacking player's unit closest to them on the Combat board.

#### *Attack order example for a Silver Neutral unit:*

*First, attack the opponent's Silver unit. If there is no Silver unit, attack a Bronze one. If it's still unable to determine the attack's target (because two or more units fit the above criteria), the Neutral unit attacks the unit closest to them.*

Combat against Neutral units last for only one Combat round. During this Combat round, the Attacking Hero must defeat all the groups of Neutral units to win the Combat. Any damage inflicted onto the Neutral units, must be represented with the corresponding number of Damage tokens.

If the Attacking player fails to defeat all the groups of Neutral units within one Combat round, the Attacking player has two options:

- Spend 1 Movement point to extend the Combat for one more Combat round.
- Retreat from the Combat by moving their Hero model back to the field they previously occupied before triggering Combat.

If the Attacking player fails to defeat all the group(s) of Neutral units in one round of Combat, the Neutral Unit cards and Damage tokens are removed from their Combat board. Return the Damage tokens to the General Supply and place the Neutral unit cards onto their corresponding discard piles.

If the Attacking Hero defeats the Neutral units, the Attacking Hero will gain Experience based on the Roman numeral level of the Neutral Unit Encounter field:

- The Neutral Unit Encounter level is lower than the Attacking Hero's level – No levels of Experience gained.
- The Neutral Unit Encounter level is equal – within half an Experience Level – to the Attacking Hero's level – Half an Experience Level is gained.
- The Neutral Unit Encounter level is higher than the Attacking Hero's level – the whole Experience Level is gained.

#### *Example:*

*If a player's Level 3 Main Hero defeated a Level 5 Neutral Unit Encounter. The player's Level 3 Main Hero would gain 1 levels of Experience, increasing the player's Main Hero's Experience to Level 4.*



#### **Quick Combat**

If the Attacking Hero's Experience Level is at least 1 level higher than the Roman numeral of the Neutral Unit Encounter, the Neutral units in the encounter flee in terror and the Neutral unit cards are discarded. No Combat is performed on the Combat board, and the Attacking Hero is automatically considered victorious. However, the Attacking Hero does not gain any Experience for winning this Combat.

#### **COMBAT AGAINST ENEMY UNITS – SECONDARY HERO, FACTION UNITS IN TOWNS AND SETTLEMENTS**

Combat against an Enemy's unit plays the same as described above, but the only difference is that the Attacking Hero does not gain any levels of Experience from defeating the Enemy units. Depending on where the Enemy unit is, the Attacking Hero may well be able to gain an immediate bonus from the location the Combat was triggered in.

## COMBAT AGAINST AZURE NEUTRAL UNITS

Combat against an Azure leveled Neutral unit plays the same ways as described in “Combat Against Neutral Units,” above and lasts for as many Combat rounds as it takes until either opponent loses all of their units. The Attacking Hero does not need to spend 1 Movement point to continue the Combat. Any damage inflicted onto the Neutral units, must be represented with the corresponding number of Damage tokens.

If the Attacking Hero defeats an Azure leveled Neutral Units Encounter, the Attacking Hero would gain the Experience level difference between the Attacking Hero’s level and the Neutral Unit Encounter level onto the Attacking Hero’s current level.

If the Attacking player is defeated by all the group(s) Azure leveled Neutral units, the Neutral Unit cards and Damage tokens are removed from their Combat board. Return the Damage tokens to the General Supply and place the Neutral unit cards onto their corresponding discard piles.

## COMBAT - HERO VS HERO

Combat against another player’s Hero plays the same ways as described in “Combat Against Neutral Units,” above and also lasts for as many Combat rounds as needed until either: one player’s Hero loses all of their units, a player’s Hero Retreats, or Surrenders from the Combat encounter.

When a player Activates one of their units and performs an Attack action, compare the Attacking unit’s Attack value with the Defending unit’s Defense value and HP. After moving the Attacking unit to be within range, but before rolling the Attack die, both players – the Attacking player can increase their unit’s Attack value and the Defender player can increase their units’ Defense value – with cards from their hands. If the Attack value from the Attacking unit is higher than the Defense value from the Defending unit, reduce the Defending unit’s HP by the difference by placing the corresponding number of Damage tokens equal to the amount of Damage inflicted onto the Defending unit. If the Attack value is equal to or less than the Defense value of the Defending unit, the attack fails.

If there are “Lots” of the Defending unit, after reducing the Defending units’ HP to 0 – if the Defending unit needs to take further damage – flip the Defending unit card to the side of a “Few” of the Defending unit. If this is the case, the Defense value of a “Few” Defending units is ignored and the remaining damage is inflicted into

the Defending unit, represented by the corresponding number of Damage tokens.

If the Attack value reduces the HP of the Defending player’s “Few” Defending unit down to 0, remove the “Few” Defending Unit card from the Combat board. Return any Damage tokens placed on the Unit card back to the General Supply and return to the Unit card back to the player’s pile of Unit cards.

Each Defending unit that was attacked, first time during the Combat round, and survived the attack can now perform a Retaliation Attack action – only once per Combat round. After performing the Retaliation Attack, the Defending player places one of their Faction cubes onto the Unit card of the unit that performed the Retaliation Attack.

### Example:

*The Attacking player’s “Few” Archangels unit (6 Attack +2 from the player’s 2 Attack cards) attacks the Defending player’s “Few” Vampires unit (4 HP and 1 Defense).*



*The Attacking player’s “Few” Archangels unit’s total Attack value is 8. The player rolls an Attack die and gains -1 Attack value, so the Attacking player’s “Few” Archangel unit’s total Attack value is 7. The Defending player’s unit of a “Few” Vampires’ HP is 4 and with a Defense value of 1.*

*Therefore, the Defending player’s unit of a “Few” Vampires’ HP is reduced to 0 and the Defending player must remove the unit card from the Combat board.*

*If the Attacking player were to target the Defending player’s unit of “Lots” of Vampires (4 HP and 1 Defense), with the same “Few” Archangels unit’s Attack value of 7, the Defending player’s unit of “Lots” of Vampires’ HP would be reduced to 0, resulting in the Defending player flipping their Vampires Unit card over to the side*

of a “Few” Vampires unit with only 2 HP remaining. As a consequence, after the Attacking player’s attack, the Defending player’s unit of a “Few” Vampires would get a Retaliation Attack onto the Attacking player’s unit of a “Few” Archangels.



### Retreat

During any moment in Combat, before any of an Attacking Hero’s are activated, the Attacking player may decide to retreat their Hero away from the current Combat encounter.

If so, the player moves their Hero’s model to the closest Town or Settlement occupied by their Faction. All of the Hero’s Unit cards are removed from the Hero’s Combat board and the Hero’s Starting Unit cards are placed back onto the Combat board. The player retains the current state of their Hero’s deck of Might and Magic and discard pile, including any cards that are currently in the player’s hand.

### Surrender

If the Combat is between two Heroes, in addition to the option of one of the Heroes choosing to Retreat, the Hero can choose to Surrender, instead. During any moment in the Combat, before any of a Hero’s units are activated, the player can decide to Surrender the Combat by giving 10 Gold to their opponent. The Surrendering Hero’s model is moved to any Town or Settlement occupied by their Faction. In this case, the Surrendering Hero is able to keep all of their current Unit cards and keep their deck of Might and Magic, discard pile, and hand of cards in its current state.

## END OF COMBAT

Combat is played over a number of Combat rounds, with each Combat round consisting of both players activating all of their Units in an attempt to become victorious over their opponent. Once all Unit cards on the Combat Field have been activated, the Combat round is over. A Combat encounter can end in one of three ways:

- The Enemy/Neutral unit(s) are defeated.
- The Hero Retreats.
- One of the Heroes chooses to Surrender.

## WINNING AND DEFEAT IN COMBAT

### Gaining Experience

When the Main Hero defeats the enemy Main Hero, they gain experience (based on the same rules as defeating Neutral Units, see Combat Against Neutral Units p. 32 for more details). However, they will gain no experience after defeating the Secondary Hero.

### Defeat in Combat

If a player’s Hero is defeated by their opponent’s Hero, they must give 7 Gold to their opponent – if the defeated player has less than 7 Gold, they must give all the Gold in their possession to their opponent. The defeated player must also resolve the Negative Morale action as a consequence of being defeated in Combat (see page 16, “Negative Morale Action”).

The defeated player must move their defeated Main Hero’s model to any of their towns or settlements from the field the Combat encounter took place in. The player’s Hero retains their current experience level as well as regaining their starting number of units, too.

### Defeat of a Secondary Hero or a Faction’s Units Defending a Town

If a player’s Secondary Hero enters into Combat and is defeated by losing all of their units, the Secondary Hero model is removed from the Map and is placed off to the side of the player’s area. The defeated player then resets their Unit cards back to their starting number of units from the start of the scenario.

This rule is the same if a player loses all of their Units – without the presence of their Hero – defending one of their Towns or Settlements against any Enemy units.



# CAMPAIGN MODE PLAYER VS AI HEROES

In the Campaign mode of **Heroes of Might and Magic III: The Board Game** your opponent is an AI Hero that uses two decks of cards:

- An AI deck
- A Spell deck.

Based on the given scenario in the Mission book, the AI Hero will play as one of the other two Factions.

**AI Deck** – This deck of cards describes additional actions the AI Hero will perform alongside the activation of its units. This deck replaces a players' hand of cards normally used to enhance their units on the Combat board. Such as: enhancing a unit's Attack value or Defense value, or allowing the AI Hero to draw and cast a Spell against your units.



*AI Hero Card*

- |                      |                          |
|----------------------|--------------------------|
| 1. Name.             | 5. Effect on Expert.     |
| 2. Description.      | 6. Effect on Impossible. |
| 3. Effect on Easy.   | 7. Type.                 |
| 4. Effect on Normal. |                          |

**Spell Deck** – Each AI Hero, apart from the AI deck, uses a separate Spell deck. These decks are different depending on the scenario. Whenever an AI card calls

for the AI Hero to cast a spell, you must draw a card from the Spell deck.

Combat with the AI Heroes follows the same mechanisms as the Clash Mode for Combat with Neutral units, but with the following changes:

- Enemy army units are predetermined by the scenario
- Before activating an enemy unit, the player must draw one AI card to determine the actions of the activated unit

## SOLO MODE – AI HERO MOVING ON THE MAP

An AI Hero has a movement value of 3, and on their turn, they must spend their Movement points to move across the map. The AI Hero must follow the following sequence of actions in order:

1. Move toward the same field as the Enemy Hero – your Hero – if they are on the same Map tile as you.
2. Take control of Mines and Settlements by spending 1 of their Movement points.
3. Move toward the player's town.

Whenever the AI Hero is unable to perform the first action, skip to the next action in the sequence until the AI Hero can perform an action.

If the AI Hero encounters a Combat with a Neutral unit, the Combat is resolved immediately with an automatic win for the AI Hero.

This pattern of Movement actions for the AI Hero can be modified by the different scenarios found in the Mission book. Always double check the individual scenario rules before you start playing.



# GAME SETTINGS

Use this table to modify the game to make your game playing experience easier or harder.

<b>Game Difficulty Levels</b>	<b>Change to the default rules</b>
<b>Decrease</b>	Players start the game with a Secondary Hero.
<b>Decrease</b>	All mines, and settlements provide double income.
<b>Increase</b>	Towns do not produce any resources; however, players can use other buildings' effects.
<b>Increase</b>	Players cannot reroll their own dice.
<b>Variant</b>	Attack die is used only for units abilities. It's value is ignored for additional damage.
<b>Decrease</b>	Units' total attack cannot be lower than 1.
<b>Increase</b>	Treat all symbols on treasure and resource dice as single.
<b>Increase</b>	No starting bonus.
<b>Decrease</b>	Trading post: players can exchange resources anytime, while trading posts on map gives them one random artifact once (use the black cube to mark it).
<b>Variant</b>	Astrologers Proclaim card is drawn also at the start of each of the resource rounds.
<b>Variant</b>	No more Astrologers Proclaim cards are drawn.
<b>Decrease</b>	Ignore the cost of one movement point for extending combat beyond the first combat round.
<b>Variant</b>	All black cubes are removed from the map at the 4th, 8th and 12th round.
<b>Variant</b>	All cards which are being added to the player's deck of Might and Magic, goes to the discard and not to the hand.



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# QUICK GUIDE

Field Difficulty Level Table

Difficulty	Easy	Normal	Hard	Impossible
Level I	1x ★	1x ★	2x ★	3x ★
Level II	2x ★	2x ★	3x ★	2x ★, 1x ☆
Level III	1x ★, 1x ☆	2x ★, 1x ☆	1x ★, 2x ☆	3x ☆
Level IV	2x ★, 1x ☆	1x ★, 2x ☆	3x ☆	2x ☆, 1x ✨
Level V	2x ★, 1x ☆, 1x ✨	1x ★, 2x ☆, 1x ✨	2x ☆, 2x ✨	1x ☆, 3x ✨
Level VI	2x ★, 2x ☆, 1x ✨	1x ★, 2x ☆, 2x ✨	2x ☆, 3x ✨	1x ☆, 4x ✨
Level VII	1x ★	2x ★	2x ★, 1x ✨	2x ★, 2x ✨

## Table's Key

- ★ – Unit from the Bronze deck.
- ☆ – Unit from the Silver deck.
- ✨ – Unit from the Gold deck.
- ★ – Unit from the Azure deck.



## VICTORY CONDITIONS

The victory conditions of each game are dependent on the chosen scenario.

The most common victory condition in **Heroes of Might and Magic III: The Board Game** is to defeat the Enemy Factions.

This is to be accomplished by completing all of the following criteria:

- **In a 2-player game** – defeating the opponent’s main Hero and capturing their Starting Town.
- **In a 3-player game** – gathering one Faction cube from each opponent.

Players gain a Faction cube from their opponent by defeating **any** of their opponent’s Heroes **or** by capturing their opponent’s Starting Town.

Other more specific victory conditions can include:

- Capturing a specific Town.
- Defeating specified Neutral unit(s).
- Taking control of specified Town Buildings.
- Collecting a specified amount of Resources.







## EXCHANGING RESOURCES ON THE MAP

In some places on the map – Trading Post – or after certain events, players can exchange some of their Resources. Whenever they do, the prices are as follows.

Rules for exchanging cards between allied players had been described in the previous fragments (see page 16, “Trading Cards”).

## TREASURE DIE (D6)

Treasure dice sides are as follows:

1. “Resource Die” icon (  ) – Roll 1 Resource die.
2. “2 x Resource Dice” icon (  ) – Roll 2 resource dice, choose one result.
3. “½ Experience Level” icon (  ) – The player’s Main Hero gains half an Experience Level.
4. “½ Experience Level” icon (  ) – The player’s Main Hero gains half an Experience Level.
5. “Artifact” icon (  ) – Draw 1 Artifact card.
6. “Artifact” icon (  ) – Draw 1 Artifact card.


(See page 32, “Terminology: Draw an ‘X’ Card” in the Mission book for further details.)

## RESOURCE DIE (D6)

The Resource die sides are as follows:

1. 2 x Building Materials (  )
2. 4 x Building Materials (  )
3. 1 x Valuables (  )
4. 2 x Valuables (  )
5. 3 x Gold (  )
6. 6 x Gold (  )

### Exchanging Resources

Sells/gets	...to get 	...to get 	...to get 
I am selling  ...	–	6 for 1	2 for 1
I am selling  ...	1 for 3	–	1 for 2
I am selling  ...	1 for 1	3 for 1	–

# PLAYER'S AID

## MOVING ON THE MAP

Main hero has 3 Movement points.


Secondary hero has 2 Movement points.

## ACTIONS A PLAYER CAN PERFORM EACH TURN

### Once per Round:

- Expand their Town.
- Recruit units.
- Purchase a spell from the Mage Guild.

### Unlimited:


- Recruit a Secondary Hero from a player's own Faction for 10 .
- Use any card from their hand.
- Visit Locations on the map.
- Flag mines or any other structure – with the appropriate cube in the color of the player's faction.
- Attack Neutral units and Enemy Heroes.
- Pick up Resources and Items on the Map.
- Activate a Building in a player's own Town.


## SYMBOLS ON THE MAP

**I–VII** – States the Difficulty Level of the Neutral Army guarding a specific field (See page 42, “Field Difficulty Level Table”).


+ “Symbol of Resource” – Immediately gain the given Resource.

 “Symbol of Resource” – Immediately increase the production of the given Resource.

 – Roll a Resource die, then gain the outcome (see page 43, “Resource Die”).

 – Roll a Treasure die, then gain the outcome (see page 43, “Treasure Die”).

 – Gain half an Experience Level.

 – Draw a Spell card.

 – Draw an Artifact card.


 – Gain Morale token.


 – Symbol representing Gold.

 – Symbol representing Valuables.


 – Symbol representing Building materials.


? – Building with special effects (see page 21-25, “List of Map Elements and their Effects” for further details).


 – Gain an additional movement point when entering this field.

 – Information on what player needs to pay to gain something.

## SYMBOLS ON A PLAYER'S HERO CARD

 – indicates that this component only applies to the Necropolis faction. Other factions cannot use it.

 – Information on how many cards per round can be played on an expert level.

 – Information about a player's current card limit.

