HEROES III
OF MIGHT AND MAGIC®
THE BOARD GAME

INFERNO
MISSION BOOK

The Inferno faction does not tolerate weakness. Driven by an unwavering desire for domination, they strive to establish unchallenged supremacy and turn those who oppose them into ashes. Shall the hordes of demons march forth from the pits of hell, the land will tremble beneath the thundering of their hooves. The world will burn! They have been vigilantly watching and waiting, but their patience wears thin—they are ready. Will you cry havoc and let slip the hounds of hell?

In this expansion for **Heroes of Might and Magic III: The Board Game** you will find a pack of new features, including the Empowered Statistic cards, a new faction, a new scenario, as well as optional rules for the Core Game.

TABLE OF CONTENTS

COMPONENT LIST

7 × Map tile:
- 1 × Starting tile
- 3 × Far tile
- 2 × Near tile
- 1 × Center tile

1 × Town board

1 × Mission book

1 × Player's Aid

2 × Hero model

1 × Town model

7 × Unit model

2 × Hero card (double-sided)

7 × Unit card

7 × Town Building tile

7 × Neutral Unit card

3 × Astrologers Proclaim card

4 × Artifact card

6 × Spell card

5 × Ability card

12 × Specialty card

7 × Statistic card
- 2 × Attack card
- 2 × Defense card
- 2 × Power card
- 1 × Knowledge card

20 × Empowered Statistics card

9 × Gold token
- 3 × "1 Gold"
- 3 × "3 Gold"
- 3 × "10 Gold"

7 × Building Material(s) token
- 3 × "1 Building Material"
- 4 × "3 Building Materials"

5 × Valuable(s) token
- 3 × "1 Valuable"
- 2 × "3 Valuables"

4 × Damage token
- 2 × "1 Damage/2 Damage" (double-sided)
- 2 × "3 Damage/5 Damage" (double-sided)

1 × Build token

1 × Population token

1 × Spell Book token

1 × Morale token

30 × Acrylic cubes
- 10 × "Black"
- 20 × "Red"

Version: 1.0 ENG

EMPOWERED STATISTIC CARD

These cards work the same as Statistic cards but have only one effect and do not need to use your 👑.

By visiting a Star Axis, you can swap one of your Statistic cards for an Empowered one of the same type. You will also be able to gain these cards from other sources, such as new Artifact, Ability, and Astrologers Proclaim cards.

Empowered Statistic Card   *Statistic Card*

1. Name
2. Basic Effect

3. Expert Effect

SUMMON

Allows you to add a unit to the Combat board during Combat. If a unit performs a **Summon** action, place the summoned unit adjacent to the summoning unit. Summoned units activate in the round they were summoned if their initiative is lower or equal to the initiative of the currently activated unit. Otherwise, treat them as if they already activated this Combat round. After Combat, unless stated otherwise, the summoned units are added to your unit deck.

NOTE: Pit Lords' 🌀 can be used only once per Combat. This effect cannot **Summon** the Demons from the ⭐ Neutral Unit deck. If you choose to **Reinforce** your Demons unit, you may pay no gold.

RANDOM TOWN

When this location is discovered on the map, each player rolls 2 ⛏. The player with the highest raw sum of resources on their dice gets to choose a faction (except for the factions that already are in the game); from now on, this field is defended by that faction's units.

NOTE: You only need to prepare the faction's unit cards.

When a Hero moves on a field with a Random Town, they start a siege Combat against these units. Unless stated otherwise, the Random Town is defended by:

- 🔴 1 × A Pack of ⭐
- 🔴 2 × A Pack of ⭐
- 🔴 2 × A Few ⭐

NOTE: ⭐ can be chosen by the player who controls the defending units.

NOTE: During this siege, do not use the "Arrow Tower" card.

EFREET UNITS IMMUNITY

The special ability of a Pack of Efreet Unit and the Efreet Neutral Unit allows them to ignore damage from the spells belonging to the Fire School of Magic.

Efreet
*Inferno Unit Card*

Efreet
Neutral Unit Card

NOTE: Effects other than damage work normally on these units.

Spell cards belonging to the Fire School can be identified by the border around the symbol.

SCHOOLS OF MAGIC

Some cards refer to Schools of Magic, and every Spell card belongs to one of the following four of them: Air, Fire, Earth, and Water. Each School has its own border around the symbol:
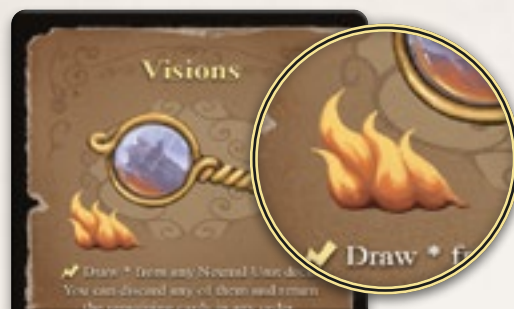
NOTE: Although "Magic Arrow" belongs to all Schools of Magic, it can benefit from a bonus from only one School at a time.

School of Fire

School of Water

School of Air

School of Earth

MAP LOCATIONS

In Inferno Expansion, you will find more tiles with new locations to discover. For the complete list of the locations, go to page 12.

ALLIANCE MODE

This mode requires at least one expansion and 4 players to form an Alliance of 2 players vs. 2 players.

ADDITIONAL RULES

When playing in this mode, the following rules apply:

- An Alliance is a team of 2 players that is determined at the beginning of the game and lasts for the duration of the chosen scenario.
- Each player chooses their faction at the beginning of the scenario.
- Allied players can exchange artifacts. To do so, they need their heroes to occupy adjacent fields.
- Resources may be exchanged without the need for both players' Heroes to occupy adjacent fields. Members of an Alliance can exchange resources freely during the turn of either player in the team.
- Players in an Alliance cannot **Flag** locations that are already **Flagged** by another player from the same Alliance.

FINISHING SCENARIO

Allied players share the victory and defeat conditions. There is no additional step of comparing who did better in the given game or who contributed to the victory more.

TALE OF TWO LANDS

The continents of East and West Varesburg have decided to wage war one last time. Securing the resources of your continent (with help from your ally) and then moving on to the other as quickly as possible is the best strategy for the battle of the Varesburgs.

PLAYER COUNT

A scenario for 4 players (2 vs. 2).

SCENARIO LENGTH

This scenario plays out over 11–13 rounds.

MAP SETUP

Take the following Map tiles and set them up as shown in the scenario map layout:

- 4 × Starting (I) Map tile
- 8 × Near (IV–V) Map tile, 4 of which must contain an Obelisk
- 4 × Far (II–III) Map tile
- 4 × Far (II–III) Map tile—Each player gets 1 of these tiles

NOTE: Place the Starting tiles with a blocked field (the field with a yellow border on each edge) as shown in the map layout. Then separate the Near tiles into 2 piles (with and without an Obelisk) and place them alternately so that no two tiles with an Obelisk are adjacent.

STARTING RESOURCES

Each player starts with the following resources:

14 × 🪙   4 × 🪨   1 × 🔺

SETTING A PLAYER'S INCOME

Set the income on the income tracker to:

"10" 🪙   "0" 🪨   "0" 🔺

STARTING BUILDINGS

Each player starts the game with these buildings:

- ⭐ Dwelling

STARTING UNITS

Each player starts with the following units:

- 2 × Pack of ⭐ with the lowest Recruitment cost.

ADDITIONAL SCENARIO RULES

Before the start of this scenario:

- There are 4 starting locations divided into 2 starting areas. The teams choose their starting areas, and then each player picks their starting position within their team's starting area.
- **Optional:** To ensure the game is well-balanced, we recommend removing the cards or ignoring the effects that allow Heroes to move over the yellow border (obstacles on the map)—like "Angel Wings."

During this scenario:

- When a player visits an Obelisk, they gain 🦅.
- Players can use their deck of Might and Magic when paying gold to defend their Faction Town.

VICTORY CONDITION

To win the scenario, an Alliance must either Control 12 tiles at the end of a round or capture one of the enemy Towns and maintain Control over it for the next 2 rounds.

NOTE: You Control a tile if you have **Flagged** a Mine or Settlement on it and there are no Enemy Heroes on the tile.

ROUND TRACKER

If the above condition is met, the game ends with the 11th round. If one of the players **Flags** an enemy Town in the 10th or 11th round, the game extends until the end of the 12th or 13th round, respectively. If both teams meet the victory conditions, the game ends with a draw, and if no team meets the victory conditions, both Alliances lose.

TIMED EVENT

At the start of the 4th and 9th rounds, all players roll and resolve 1 ⚒.
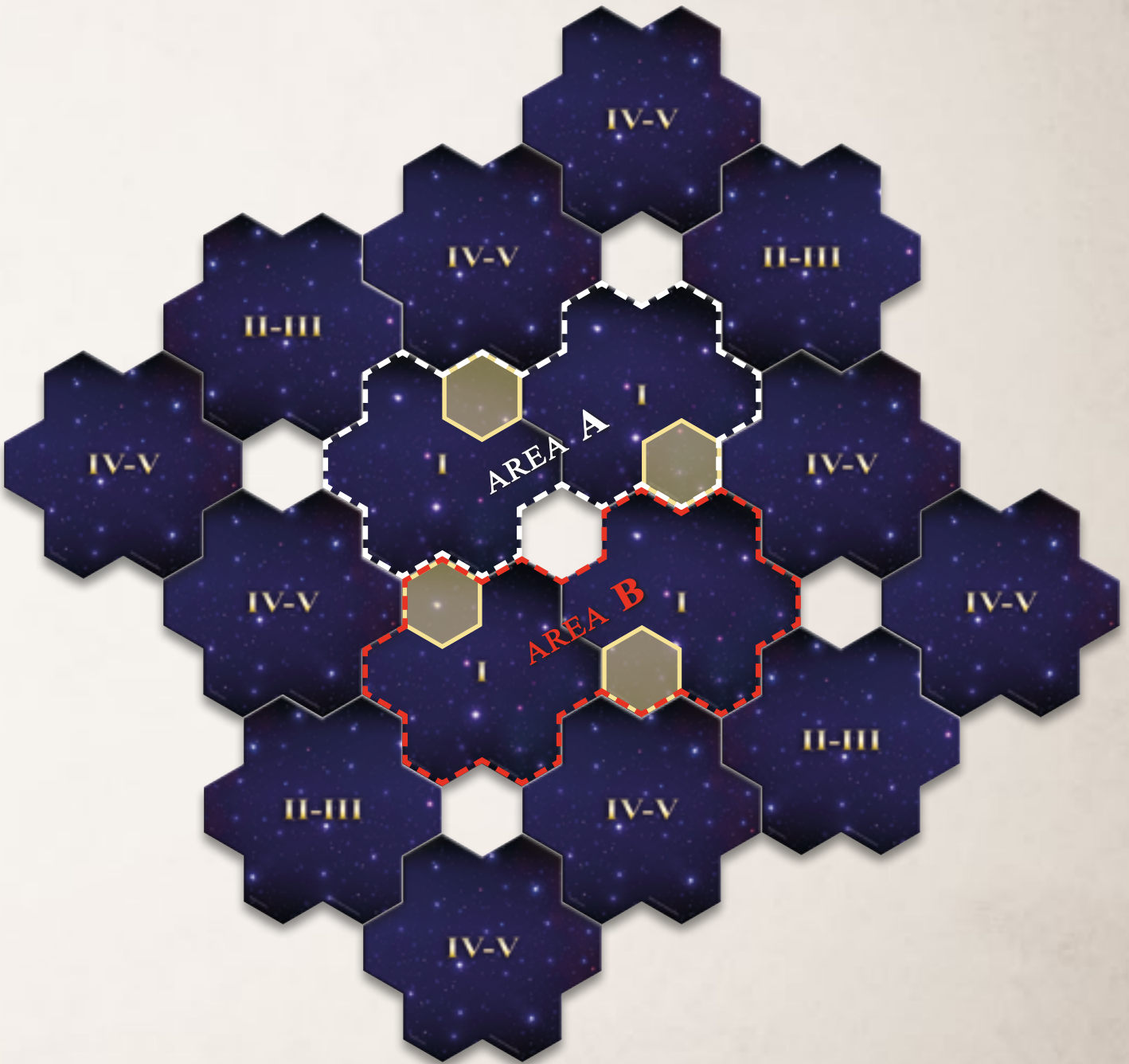
MANIFEST DESTINY

The neighboring lands have become increasingly more crowded. Only one kingdom is fit to rule the others. It is time to show the other petty nobles it is your manifest destiny to rule this land.

PLAYER COUNT

A scenario for 3 players.

SCENARIO LENGTH

This scenario plays out over 12–14 rounds.

MAP SETUP

Take the following Map tiles and set them up as shown in the scenario map layout:

- 3 × Starting (I) Map tile
- 6 × Near (IV–V) Map tile, 3 of which must contain an Obelisk
- 6 × Far (II–III) Map tile — Each player gets 2 of these tiles

NOTE: Place the Starting tiles with a blocked field (the field with a yellow border on each edge) as shown in the map layout. Then separate the Near tiles into 2 piles (with and without an Obelisk) and place them alternately so that no two tiles with an Obelisk are adjacent.

STARTING RESOURCES

Each player starts with the following resources:

12 × 🪙   4 × 🪨   0 × 🔺

SETTING A PLAYER'S INCOME

Set the income on your income tracker to:

"10" 🪙   "0" 🪨   "0" 🔺

STARTING BUILDINGS

Each player starts the game with these buildings:

- ⭐ Dwelling
- Mage Guild

STARTING UNITS

Each player starts with the following units:

- 1 × A Pack of ⭐ with the highest Recruitment cost.

ADDITIONAL SCENARIO RULES

Before the start of this scenario:

- **Optional**: To ensure the game is well-balanced, we recommend removing the cards or ignoring the effects that allow Heroes to move over the yellow border (obstacles on the map) — like "Angel Wings."

During this scenario:

- When a player visits an Obelisk, they gain 🦅.
- Players can use their deck of Might and Magic when paying gold to defend their Faction Town.

VICTORY CONDITION

To win the scenario, a player must Control 7 tiles at the end of a round or capture one of the enemy Towns and maintain Control over it for the next 2 rounds.

NOTE: You Control a tile if you have **Flagged** a Mine or Settlement on it and there are no Enemy Heroes on the tile.

ROUND TRACKER

If the above condition is met, the game ends with the 12th round. If one of the players **Flags** an enemy Town in the 11th or 12th round, the game extends until the end of the 13th or 14th round, respectively. All players who meet the Victory Conditions, win. All players who fail to do so, lose.

TIMED EVENT

At the start of the 4th and 9th rounds, each Hero gains 1 🐎.

CARPE DIEM

A few years back, the Gods decided they no longer wanted any part in this world. Now there is total anarchy. Everybody blames everyone else for the gods abandoning them. While sitting in the throne room, you decided you are the only person fit to rule.

PLAYER COUNT

A scenario for 2 players.

SCENARIO LENGTH

This scenario plays out over 14 rounds.

MAP SETUP

Take the following Map tiles and set them up as shown in the scenario map layout:

- 2 × Starting (I) Map tile
- 4 × Near (IV–V) Map tile, 2 of which must contain an Obelisk
- 1 × Center (VI–VII) Map tile with the Random Town
- 4 × Far (II–III) Map tile — Each player gets 2 of these tiles

NOTE: Place the Starting tiles with a blocked field (the field with a yellow border on each edge) as shown in the map layout. Then separate the Near tiles into 2 piles (with and without an Obelisk) and place them alternately so that no two tiles with an Obelisk are adjacent.

STARTING RESOURCES

Each player starts with the following resources:

10 × 🪙   3 × 🪨   1 × 🔴

SETTING A PLAYER'S INCOME

Set the income on your income tracker to:

"10" 🪙   "0" 🪨   "0" 🔴

STARTING BUILDINGS

Each player starts the game with these buildings:

- ⭐ Dwelling
- Mage Guild

STARTING UNITS

Each player starts with the following units:

- 1 × A Pack of ⭐ with the highest Recruitment cost.

ADDITIONAL SCENARIO RULES

Before the start of this scenario:

- **Optional**: To ensure the game is well-balanced, we recommend removing the cards or ignoring the effects that allow Heroes to move over the yellow border (obstacles on the map) — like "Angel Wings."

During this scenario:

- When a player visits an Obelisk, they gain 🦅.
- A Hero on the Center tile cannot enter the enemy Starting tile.
- Players can use their deck of Might and Magic when paying gold to defend their Faction Town.

VICTORY CONDITION

Conquer the Random Town on the Center tile.

ROUND TRACKER

If the above condition is not met by the end of the 14th round, the game ends in a draw.

TIMED EVENT

At the start of the 3rd, 6th, and 9th rounds, the second player's Main Hero gains 1 🐎.

IV-V

IV-V

VI-VII

IV-V

I

I

IV-V

TOWN

Category: Flaggable

This is a player's starting field. If a player captures a town, they gain a bonus depending on the scenario.

SETTLEMENT

Category: Flaggable

When you **Flag** a Settlement, you may select your reward from a number of bonuses. If you capture a Settlement that has not been previously owned by any player, you gain an extra bonus (see page 25, "Settlements" in the Core Rulebook).

RANDOM TOWN

Category: Flaggable

When you **Flag** a Random Town that has not been previously owned by any player, it immediately provides you with 10 🪙. Additionally, it will passively generate income at the beginning of each Resource round: 10 🪙. See more details on page 3 "Random Town".

NOTE: The tile with this location can be used only if there is at least 1 faction unused in this game.

STAR AXIS

Category: Flaggable

You can Remove one of your Statistic cards from your hand and replace it with an Empowered one of the same type. When you visit a Star Axis, the enemy faction cubes are not removed, meaning that there may be multiple cubes on the field. Once visited by a faction, the Star Axis counts as an empty field for that faction, just like a visitable field would.

NOTES

CREDITS

Rules design: Kamil Białkowski, Jacek Karpowicz, Aleksander Kubiak, Jakub S. Olekszyk

Solo mode rules design: Aleksander Kubiak

Tournament rules design: Kamil Białkowski

Proofreading: Derek Barry, Szymon Ewertowski, Bruce Fletcher, Anna Skup, Piotr A. Wesołowski

Graphic design and editing: Anna Gut, Patryk Kubiak, Natalia Rachowska

Box cover and book cover art: Iana Vengerova

Artwork: Tomasz Badalski, Yoann Boissonnet, Shen Fei, Viviane Tybusch Souza, Iana Vengerova, Bartosz Winkler

Miniature sculpting: Adrian Bukowski, Adrianna Dołowska, Paweł Kazub, Maciej Powarunas, Konrad Rogowski, Stefano Vecchi

Project management: Michał Hartliński, Jakub S. Olekszyk, Michał Tukan

Chief Executive: Michał Pawlaczyk

Head of studio: Jarosław Ewertowski

Heroes of Might & Magic IP team (Ubisoft):
Eric Damian-Vernet — Brand Director
Theo Gallego — Senior Game Designer
Vicky Malineau — Narrative Director

Special Thanks:
Jean-Felix Monin — Creative Director (Ubisoft)
Jon Van Caneghem and New World Computing — the original creators of Heroes of Might & Magic

Gametesting and consulting:
Artur Adamski, Sławomir Aftarczuk, Maciej Barczyk, Derek Barry, Filip Bęben, Marijn Bierhof, Edyta Borkowska, Michał Borkowski, Konrad Boryczka, Maxime Bouchard, Alex Brown, Adam Burdykiewicz, Marcel Cwertetschka-Mattasits, Jarosław Czerwiec, Sławomir Czuba, Kamila Faber, Aleksandra Frąckowiak, Piotr Gapiński, Iwona "Ivcia" Gawrońska, Nina Gerling, Izabella Gładysiak, Kuba Iwaszko, Anna Jabczyńska Adamska, Kaja Jastrzębska, Patrycja Jaszewska, Kacper Jurczyński, Aleksandra Kajkowska, Filip Karpowicz, Artur Kasprzyk, Marcin Kawczyński, Piotr Kierzkowski, Darek "KIRA" Kloskowski, Kamil Kluba, Joanna Kmieć, Marcin Kmieć, Lustyk Kostek, Julia Kostka, Katarzyna Kotas, Zuzanna Kotlarek, Theofilos Koutroubis, Kacper Kozioł, Adrian Krasicki, Łukasz Krogulec, Grzegorz Kuryłowicz, Dawid Kuźniacki, Robert Kałek, Paweł Kwiecień, Karol "Hadesto" Lach, Peer Lagerpusch, Konstantinos Lekkas and Dracon Rules Design, Emilia Lewandowska, Ziemowit Lewandowski, Tomasz Małyszka, Robert Mankowski, Marcin Marenda, Philip Middleton, Maciej Miga, Anna Młyńska, Cezary Młyński, Sławomir Mocha, Adam Mrowiec, Michał Musiał, Robert Nieroda, Aleksandra Olejniczak, Mateusz Olejniczak, Kacper Olekszyk, Kamil Orłow, Szymon Pach, Adam Pankau, Bartosz Perzyński, Paweł Piekarski, Rafał Polakowski, Konstantinos Poumpouridis, Marcin Półbrat, Dominik Radkiewicz, Marcin Radomski, Jamie Rowley, Tomasz "Student" Rudnik, Cyprian Sala, Krystian Skrzyszewski, Adam Smuda, Grzegorz Sowa, Justyna Stawowska, Krzysztof Szych, Jan Tomczak, Michał Tomczak, Szymon Tomczak, Bartosz Tafelski, Rafał Tomczyk, Karol M. Toporowicz, Oktawian Tośko, Maciej Urbaniak, Sara Urbańczyk, Milan Varga, Adam Witek, Paweł Wojciechowski, Witold Wojcieszak, Arkadiusz Zawieja, Karol Zawieja, Adam Zielke

Awaria Prądu, Boardowa Cafe, Druga Era, Fani Gier, Fantasmagoria, Hirawka, Igranie w Lochu, Inowrocławski Klub Fantastyki Cerber, Ludiversum, ParaDice, Planszownia Grodzisk, Planszówkowi Astronauci, Pokój Geeka, Portotypy, Szczecinecki Klub Fantastyki, Trzy Plansze

Lore consulting: Mateusz Bąk, Rafał "Dark Dragon" Mońka (Acid Cave), Mateusz "Hellburn" Jarosz (Jaskinia Behemota)

Thanks for the inspiration and fluffs for some Astrologers Proclaim cards: Jędrzej Mroczkiewicz, Marek Pakieser (Kopalnia Drewna)

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