HEROES III
OF MIGHT AND MAGIC®
THE BOARD GAME

TOURNAMENT BOOK

The sovereign is gone. Now is the time to show others that you should be the next to reign.

In this book, you will find Tournament rules and scenarios dedicated for 1 on 1 games. Brace yourself! With the new rules, you will have the power to shape your own land.

Every tile matters, and your enemy is already plotting your demise! In the end, only one can be the ruler!

TABLE OF CONTENTS

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TOURNAMENT MODE

BUILDING THE SCENARIO MAP

Each tournament scenario of **Heroes of Might and Magic III: The Board Game** has an initial scenario map setup, illustrating how the center of the scenario map should look like. The placement decisions of all other Map tiles assigned to the scenario is left to both players. The placement of all Map tiles must follow the standard tile placement rules (see page 19, "Map Tile Placement" in the Core Rulebook).

1. Both players roll 2 ⚒. The player with the highest raw amount of resources on their dice will get to choose who starts and who will go second. The second player gains 🦅 at the start of the game.

2. Place the corresponding Map tiles in the center of the playing area, matching them to the Map Setup illustration for the chosen scenario.

3. The starting player discovers these tiles and rotates them freely.

4. Starting with the second player, both players take turns adding all, if any, of their Near Map tiles to the scenario map, one at a time.

    a) If possible, a Near Map tile must be placed next to a Center Map tile.

    b) **At least 2 Near Map tiles in every scenario must have an Obelisk location on them.**

5. Once all Near Map tiles have been placed, the first player must place their Starting Map tile adjacent to at least one Near Map tile. The other player must place their Starting Map tile at the opposite side of the scenario map— on the furthermost position away from the first player's Starting Map tile (counted in tiles).

6. Starting with the first player, both players take turns adding their Far Map tiles to the scenario map, one at a time:

    a) Every player's first Far Map tile must be adjacent to their Starting Map tile.

    b) The remaining Far Map tiles must follow the standard tile placement rules (see page 19, "Map Tile Placement" in the Core Rulebook).

> **Note**
> All tiles are rotated freely and placed face up. Placed tiles must follow the standard tile placement rules (see page 19, "Map Tile Placement" in the Core Rulebook).

SCORING VICTORY POINTS

When either the scenario reaches its round limit or any player completes the scenario's Victory Condition, the game ends, and both players count up their Victory Points.

Players gain Victory Points for completing the following objectives:

- 🔴 4 VP for defeating the Enemy's Main Hero— once per scenario.
- 🔴 2 VP for defeating the Enemy's Secondary Hero.
- 🔴 1 VP for every controlled Mine or Settlement.
- 🔴 1 VP for every Building in their Towns.
- 🔴 1 VP for every 2 Artifact cards in their decks of Might and Magic.
- 🔴 1 VP for every Level of Experience of the Main Hero.
- 🔴 X VP for additional objectives outlined in a given scenario's description.

The player with the most Victory Points wins the scenario.

ADDITIONAL RULES

The following rules apply to every tournament scenario:

1. Remove the following Ability cards from the play:

    a) "Diplomacy."

2. Remove the following Artifact cards from the play:

    a) "Hourglass of the Evil Hour."

3. At the start of the first round of a scenario, each player can once reshuffle their hand of cards back into their deck of Might and Magic to draw a new starting hand of cards.

4. The second player starts with 1 Morale token.

5. Additional Morale token action:

    a) During the **Search** action, discard all drawn cards and perform the **Search** again. This action can also be used on Artifact, Spell, and Abilities decks.

Example:
A Player searches for 2 cards from the Artifacts deck. After seeing these 2 newly drawn cards, the player decides to use their Morale token to discard these cards and once again performs Search (2) from the Artifacts deck.

6. Any Removed Artifact cards are placed beside your deck of Might and Magic for the remainder of the game. This "Removed Artifacts" pile of cards counts toward your final Victory Points score.

7. Map location:

REDWOOD OBSERVATORY

Category: **Visitable**

You may choose 1 tile adjacent to this one that doesn't have a Hero on it. You may freely rotate that tile, but it must follow the standard tile placement rules (see page 19, "Map Tile Placement" in the Core Rulebook).

OPTIONAL RULES

These rules can be used with any scenario, including regular games.

Split the Artifact deck by rarity into 3 separate decks (Minor, Major, and Relic).

The order of rarity is Minor → Major → Relic.

1. On Starting and Far tiles you may only obtain Minor Artifacts.

2. On Near tiles, you may obtain Major and Minor Artifacts.

3. At the Center, you may obtain Relic, Major, and Minor Artifacts.

Split the Spell deck into 2 separate decks (Basic and Expert Spells).

NOTE: Magic Arrow is a Basic Spell.

1. On Starting and Far tiles you may only obtain Basic Spells.

2. On Near and Center tiles, you may obtain Expert and Basic Spells.

1. LAST CHANCE

Your King, tired of the constant bickering between the Lords in your region, has decreed only one Lord should be in control. And regardless if the King or the Lords themselves choose who, blood will surely flow.

MAP SETUP

Place the Map tiles as shown above, then add the following tiles according to the "Building the Scenario Map" rules (see page 3):

- 2 × Starting (I) Map tile
- 4 × Near (IV–V) Map tile, 2 of which must contain an Obelisk
- 4 × Far (II–III) Map tile

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

STARTING UNITS

Each player starts with the following units:

- 3 × A Few ⭐ units

SCENARIO RULES

During this scenario:

- When a Hero visits an Obelisk, they gain a Morale token.

VICTORY CONDITION

A player's Hero must defeat their opponent's Main Hero. When the Victory Condition is met, the game ends immediately, and both players count up their Victory Points.

ROUND TRACKER

If by the end of the 8th round the above condition is not met, the game ends immediately, and both players count up their Victory Points.

2. THE GREAT RACE

The princess's marriage has been canceled, due to her father's fear of a dreadful prophecy, brought to him by a cunning lord who also desires the princess's hand. The horrified father has locked the girl away in a tower, and whether the good nobleman can rescue her, remains to be seen.

MAP SETUP

Place the Map tiles as shown above, then add the following tiles according to the "Building the Scenario Map" rules (see page 3):

- 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 Dragon Utopia field
- 4 × Far (II–III) Map tile

STARTING RESOURCES

Each player starts with the following resources:

10 × 🪙   3 × 🪨   1 × 🔺

SETTING A PLAYERS' INCOME

Set the income on your 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:

- 3 × A Few ⭐ units

SCENARIO RULES

During this scenario:

- Upon Visiting an Obelisk, a player can perform one of the 3 actions:
  - Gain a Morale token
  - Roll 1 ⚒
  - Roll 1 🎁
- At the end of the game, if a player controls the Dragon Utopia, they gain 3 Victory Points.

VICTORY CONDITION

Once the Dragon Utopia is captured for the first time, the game continues for one additional round. Then the game ends and both players count up their Victory Points.

ROUND TRACKER

If by the end of the 11th round the above condition is not met, the game ends immediately, and both players count up their Victory Points.

3. UNEXPECTED INHERITANCE

A great, great, great relative (who you had never heard of) died and left you his castle and estate. Apparently, your relative and the nearest neighbor were at odds…

MAP SETUP

Place the Map tiles as shown above, then add the following tiles according to the "Building the Scenario Map" rules (see page 3):

- 🔴 2 × Starting (I) Map tile
- 🔴 2 × Near (IV–V) Map tile, with an Obelisk
- 🔴 2 × Near (IV–V) Map tile, without an Obelisk
- 🔴 2 × Center (VI–VII) Map tile with the Grail and Dragon Utopia field
- 🔴 6 × Far (II–III) Map tile

NOTE: Split the Near (IV–V) tiles between the two players so that each player receives a tile with an Obelisk.

STARTING RESOURCES

Each player starts with the following resources:

10 × 🪙   3 × 🪨   1 × 🔺

SETTING A PLAYERS' INCOME

Set the income on your 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:

🔴 3 × A Few ⭐ units

SCENARIO RULES

During this scenario:

- 🔴 Upon Visiting an Obelisk, a player can perform one of the 2 actions:
  - Roll 1 ⚒️ and 1 📦 – Choose one result and gain the corresponding bonus. Ignore the other die.
  - **Search (2)** the ⚲ deck.
- 🔴 Players may not visit the field with the Grail token unless either they have already visited at least 2 different Obelisks or the Grail token has been taken by any hero at least once.
- 🔴 To obtain the Grail token, a player's Hero must spend 2 Movement Points on the field with the Grail.
- 🔴 If another Hero defeats a Hero with a Grail token, they also take the Grail token.
- 🔴 If a Neutral Army defeats a Hero with a Grail token, the Grail token is placed on the hex where the Hero was defeated.
- 🔴 If a Hero with the Grail token surrenders during Combat, the Grail token is placed on the hex where the Hero surrendered.

- A player gains 3 Victory Points at the end of the scenario if:
  - They control the Dragon Utopia.
  - One of their Heroes has the Grail token.

VICTORY CONDITION

At the end of any round, if the Dragon Utopia is captured and the Grail token is taken, both players play one more round before the game ends. Then, the players count up their Victory Points.

ROUND TRACKER

If the above condition is not met by the end of the 14th round, the game ends immediately, and both players count up their Victory Points.

Use these steps to easily create your own scenario:

1. **Name your scenario.**
   You may name your scenario and provide a description.

2. **Choose the player count.**
   In the core game, there can be a maximum of 3 players but expansions allow extending this number.

3. **Set up the Scenario Length.**
   The Round tracker allows you to play up to 16 rounds. We don't recommend going beyond that number. If you want to create something longer, it's better to divide it into several smaller scenarios similar to a campaign.

4. **Design your map.**
   For every player you plan to have, it is recommended to use at least: 1 × Starting (I) Map tile, 2 × Near (IV–V), and 2 × Far (II–III) tiles. You may add more tiles of various kinds to expand the scenario. You may draw your scenario or use the "Building the Scenario Map" rules (see page 3).

   NOTE: Be sure that each player has equal access to the different types of tiles so their position doesn't decide the winner.

5. **Choose the starting amount of resources for the players.**
   By default, a player's starting resources are 15 × 🪙, 3 × 🪨, and 1 × 🔻.

   NOTE: You can increase or decrease these numbers to speed up or slow down each scenario. You can also create different starting resource amounts for each player to create an asymmetrical scenario.

6. **Set up the player income for this scenario.**
   By default, the starting income is: "10" 🪙, "0" 🪨, and "0" 🔻.

   NOTE: If you want to make the game a little faster you can reduce the number of Far (II–III) Map tiles and increase everyone's income.

7. **Choose the starting buildings available in this scenario.**
   Choose any buildings that players will start the game with.

8. **Choose the Starting Units available in the scenario.**
   By default, players start with 3 × A Few ⭐ units, but you can change this freely.

9. **Define the starting bonuses if you want to give players something additional to choose from.**

   NOTE: Usually this part is only used in campaigns.

10. **Set up the Scenario rules.**
    These rules should specify what to do in special locations, especially those that require additional or special rules, such as the Obelisk and Dragon Utopia, but you can freely modify any other location effects.

    NOTE: Check "Game Settings" (see page 34 in Rulebook) and campaigns for some ideas.

11. **Set up the Victory Condition.**
    Scenarios can have many Victory Conditions. The first player that meets one of them is the winner.

    NOTE: Victory Condition may be anything from collecting resources, to capturing a location, or defeating a player. Also, you may create different conditions for each player.

12. **Set up the Round tracker.**
    This should say what to do if the round limit is reached.

13. **Set a timed event.**
    Create events that determine what players should do at the start of a round or which conditions may trigger these events.

    NOTE: Check "Game Settings" (see page 34 in Rulebook) or campaign for some ideas.

SCENARIO NAME

....

PLAYER COUNT

.... players.

SCENARIO LENGTH

This scenario plays out over .... rounds.

MAP SETUP

- .... × Starting (I) Map tile
- .... × Near (IV–V) Map tile
- .... × Center (VI–VII) Map tile
- .... × Far (II–III) Map tile

....

....

STARTING RESOURCES

Each player starts with the following resources:

.... × 🪙   .... × 🪨   .... × ⬧

SETTING A PLAYERS' INCOME

Set the income on your income tracker to:

".........." 🪙   ".........." 🪨   ".........." ⬧

STARTING BUILDINGS

Each player starts the game with these buildings:

☐ ⭐ Dwelling   ☐ City Hall

☐ ⭐ Dwelling   ☐ Citadel

☐ ⭐ Dwelling   ☐ Mage Guild

STARTING UNITS

Each player starts with the following units:

- ....
- ....
- ....
- ....
- ....

ADDITIONAL STARTING BONUSES

Choose one of the following:

- ....
- ....
- ....

SCENARIO RULES

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VICTORY CONDITION

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ROUND TRACKER

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TIMED EVENT

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CREDITS