Tinkering Paws

BOARD GAME INSERTS

Heroes Of Might and Magic 3
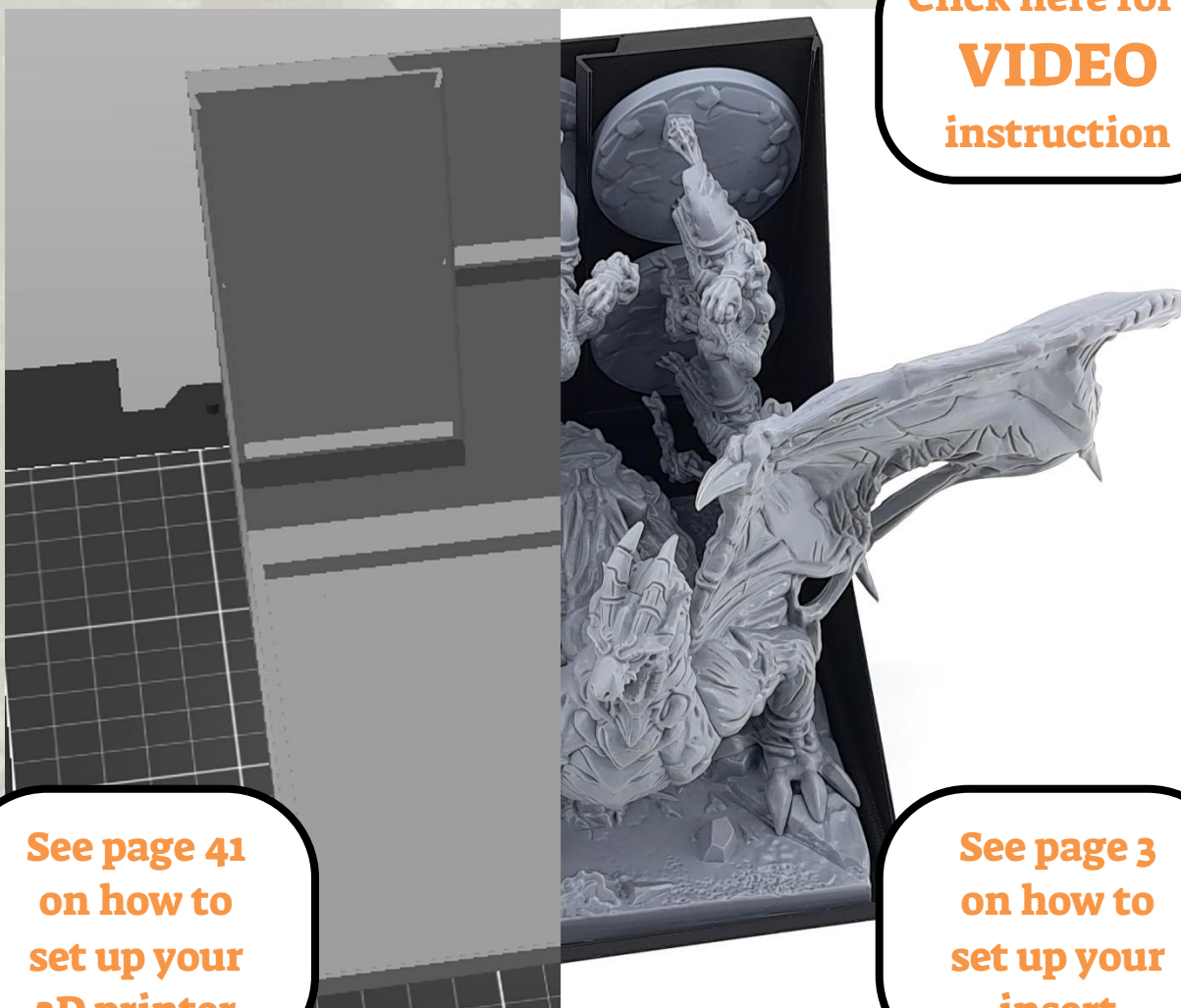
Contents

1. 7 Hero Boxes
2. 9 Miniature Boxes
3. 10 Token Boxes
4. 2 Map Tile Boxes
5. 4 Card Boxes

For easier identification all boxes are marked with a code (M1, M2, etc.) on their bottom.

Faction Box #F1 - Necropolis

Hero Box #F1 holds the Necropolis heroes and cards.

Place them as shown.

Faction Box #F2 - Tower

Hero Box #F2 holds the Tower heroes and cards.

Place them as shown.

Faction Box #F3 - Inferno

Hero Box #F3 holds the Inferno heroes and cards.

Place them as shown.

Faction Box #F4 - Dungeon
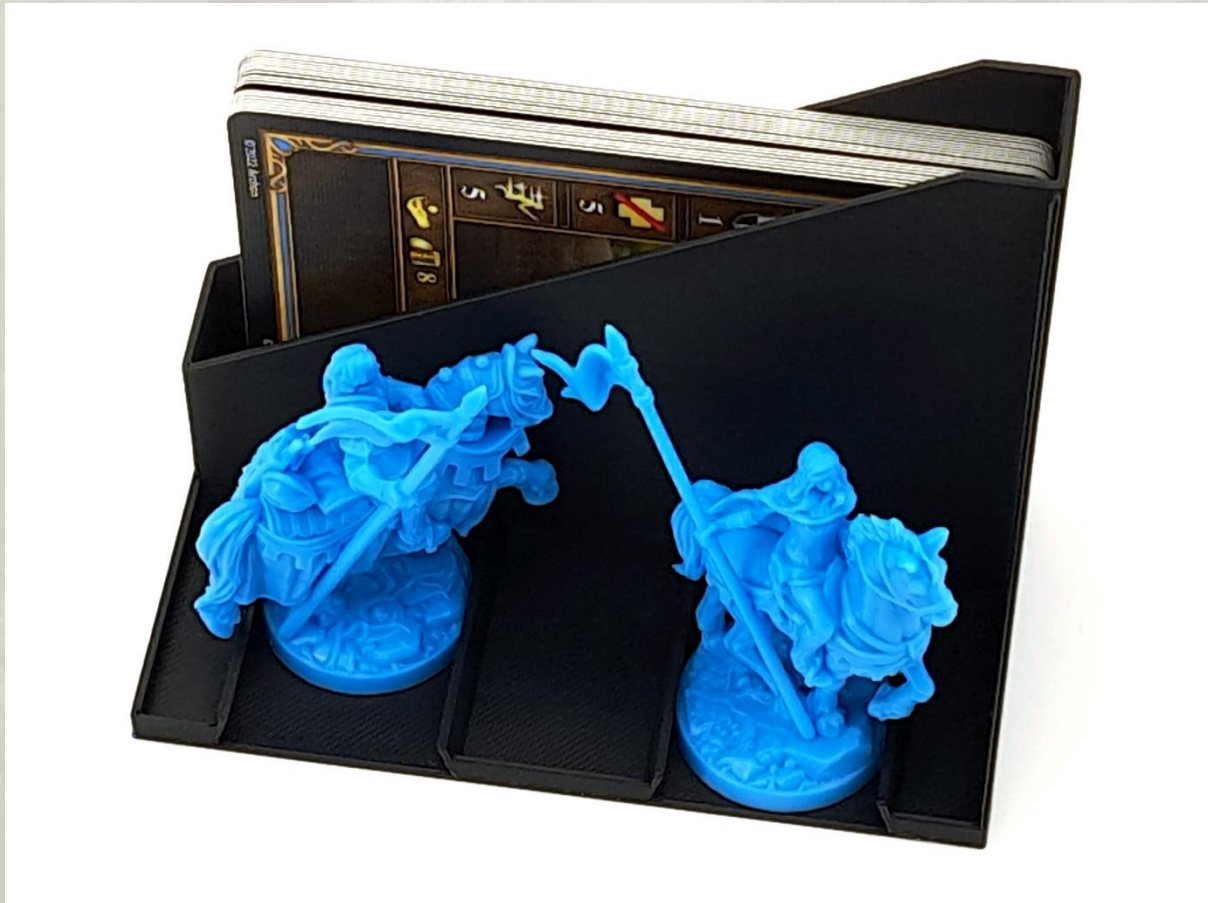
Hero Box #F4 holds the Dungeon heroes and cards.

Place them as shown.

Faction Box #F5 - Fortress

Hero Box #F5 holds the Fortress heroes and cards.

Place them as shown.

Faction Box #F6 - Castle

Hero Box #F6 holds the Castle heroes and cards.
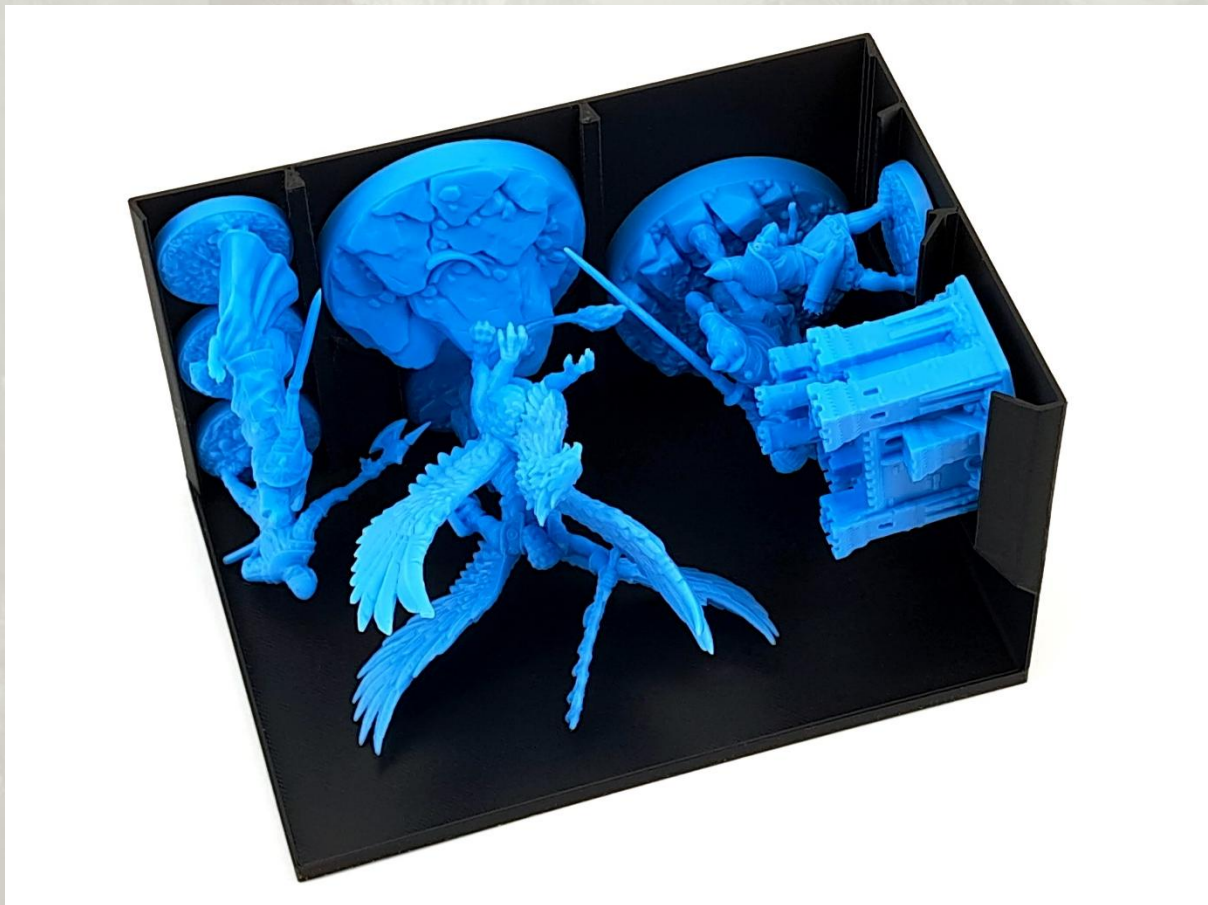
Place them as shown.

Faction Box #F7 - Rampart

Hero Box #F7 holds the Rampart heroes and cards.

Place them as shown.

Miniature Box #M1 - Castle

Miniature Box #M1 holds all Castle units.

Place them as shown.

Miniature Box #M2 - Necropolis

Miniature Box #M2 holds all Necropolis units.

Place them as shown.

Please note: One unit is placed below the Ghost Dragon.

Miniature Box #M3 - Fortress

Miniature Box #M3 holds all Fortress units.

Place them as shown.

Miniature Box #M4 - Dungeon

Miniature Box #M4 holds all Dungeon units.

Place them as shown.

Miniature Box #M5 - Tower

Miniature Box #M5 holds all Tower units.

Place them as shown.

Miniature Box #M6 - Rampart

Miniature Box #M6 holds all Rampart units.

Place them as shown.

Miniature Box #M7 - Inferno

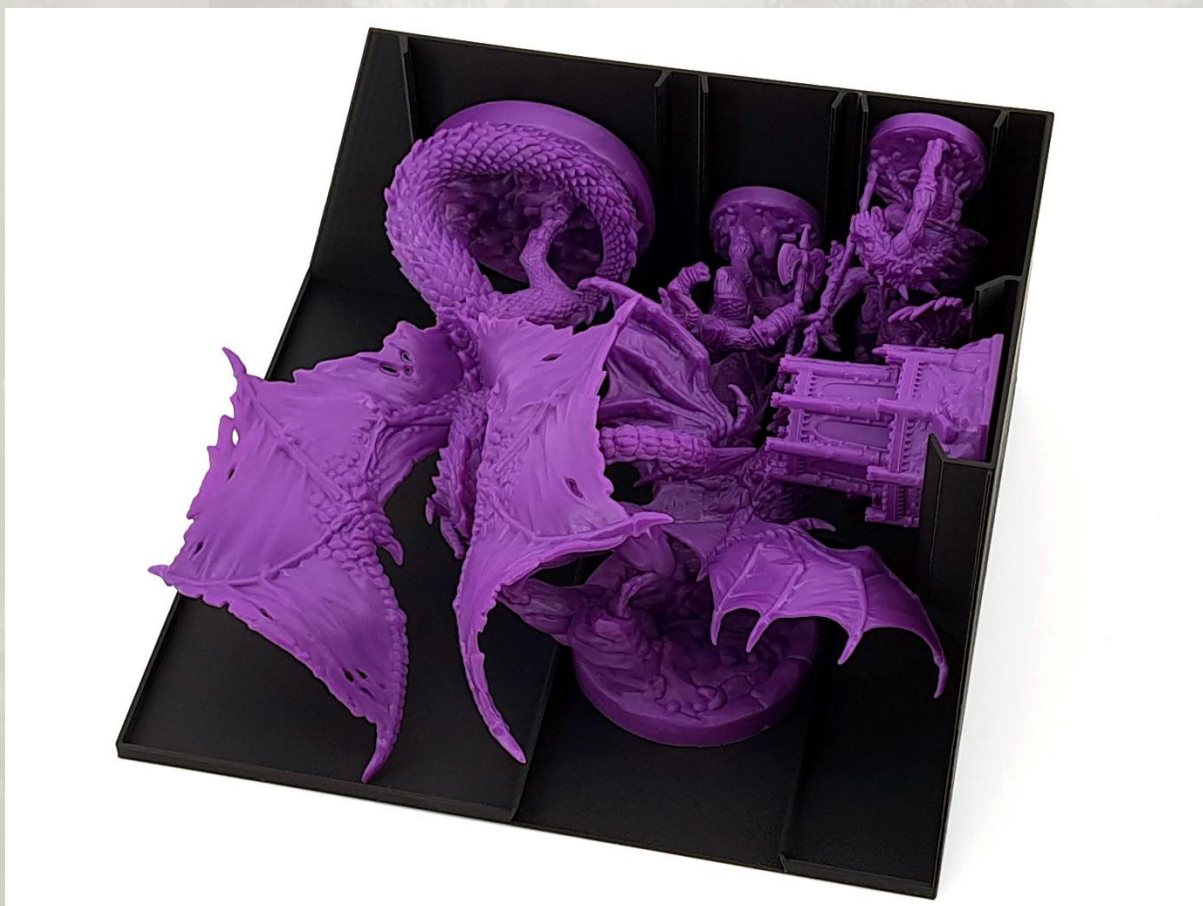Miniature Box #M7 holds all Inferno units.

Place them as shown.

Miniature Box #M8 - Neutral units

Miniature Box #M8 holds the following Neutral units: Faerie Dragon, Mummy, Rust Dragon, Azure Dragon, Enchanter, Sharpshooter, Diamond Golem & Troll.

Place them as shown.

Miniature Box #M9 - Neutral units

Miniature Box #M9 holds the remaining Neutral units: Boar, Nomad, Crystal Dragon, Halfling, Gold Golem, Rogue, Peasant & Dragon Utopia.

Place them as shown.

Token Box #T1 & #T3

Token Box #T1 holds gold, building materials, valuables and damage tokens & black cubes. #T3 holds the faction tokens and cubes. Make sure to place the Spell Book Tokens sideways.

Token Box #T2

Token Box #T2 holds the dice, morale, grail, movement and defense / paralysis tokens as well as all upgraded plastic tokens.

Token Box #T4

Token Box #T4 holds all tokens from the Battlefield Expansion plus the Round Tracker.

Map Tile Boxes #MT1

Map Tile Boxes #MT1 hold all map tiles.

Card Boxes

Use the Card Boxes to store all the cards.

Card Sleeves up to 100 microns thickness are supported.

Component Storage #1

If the insert is stored in the Big Box, start by placing one plastic insert from the game at the bottom. Proceed with #M1 - #M6.

Component Storage #2

Add the Battlefield Expansion Board.

Component Storage #3

Add the Combat Board and both #MT1.

Component Storage #4

Continue with #F1 - #F4, #M7, #M8, #M9 & #T4

Component Storage #5

Place all rulebooks and the Town Boards in the gap.

Component Storage #6

Add #T1, #T2 & #T3 and two stacks of Hero Cards.

Component Storage #7

Add #C1, #C2 and #C3. Make sure to place them exactly like shown.

Component Storage #8

Now add the remaining components. Make sure to place them exactly like shown. The Faction Boxes have different sizes!

Component Storage #9

If you store the insert in the normal game boxes, start with the base game box and add #M1 - #M6.

Component Storage #10

Proceed with one of the taller expansion boxes and add the Card Boxes, Town Boards & #F5, #F6 & #F7.

Component Storage #11

Add two stacks of Hero Cards.

Component Storage #12

Proceed with #T1, #T2 & #T3.

Component Storage #13

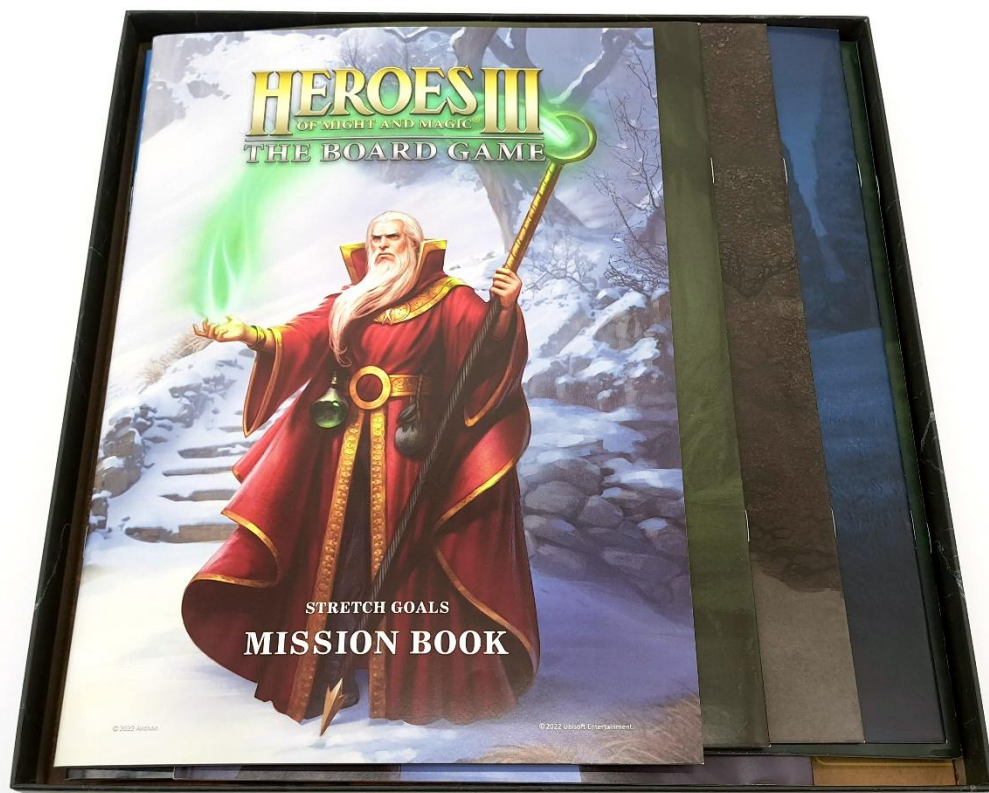Take any expansion box (except Battlefield) and add #MT1, #M9, #M8, #M7 and #F1 - #F4.

Component Storage #14

Add #T4.

Component Storage #15

Place the game boards in the Battlefield expansion box.

Component Storage #16

Add the remaining sheets and rulebooks.

How to print your digital STL-files

General Settings

- Nozzle Diameter: 0.4mm
- Filament: PLA
- Nozzle Temperature: 210 – 220 °C
- Height of first layer: 0.2 mm
- Height of other layers: 0.2 – 0.3 mm
- Number of perimeters: 2
- Infill: 20 %
- Supports: None

File Information:

Every file needs to be printed once, except the filename says otherwise: **CS1x4.stl** – print this part four times.

Print card dividers with a color change **after** the first layer. This can be done with most slicers and does not require a multi-material printer.

All STL-files are already orientated correctly to print them.

For questions or feedback visit www.TinkeringPaws.de

Or write an email to info@tinkeringpaws.de