



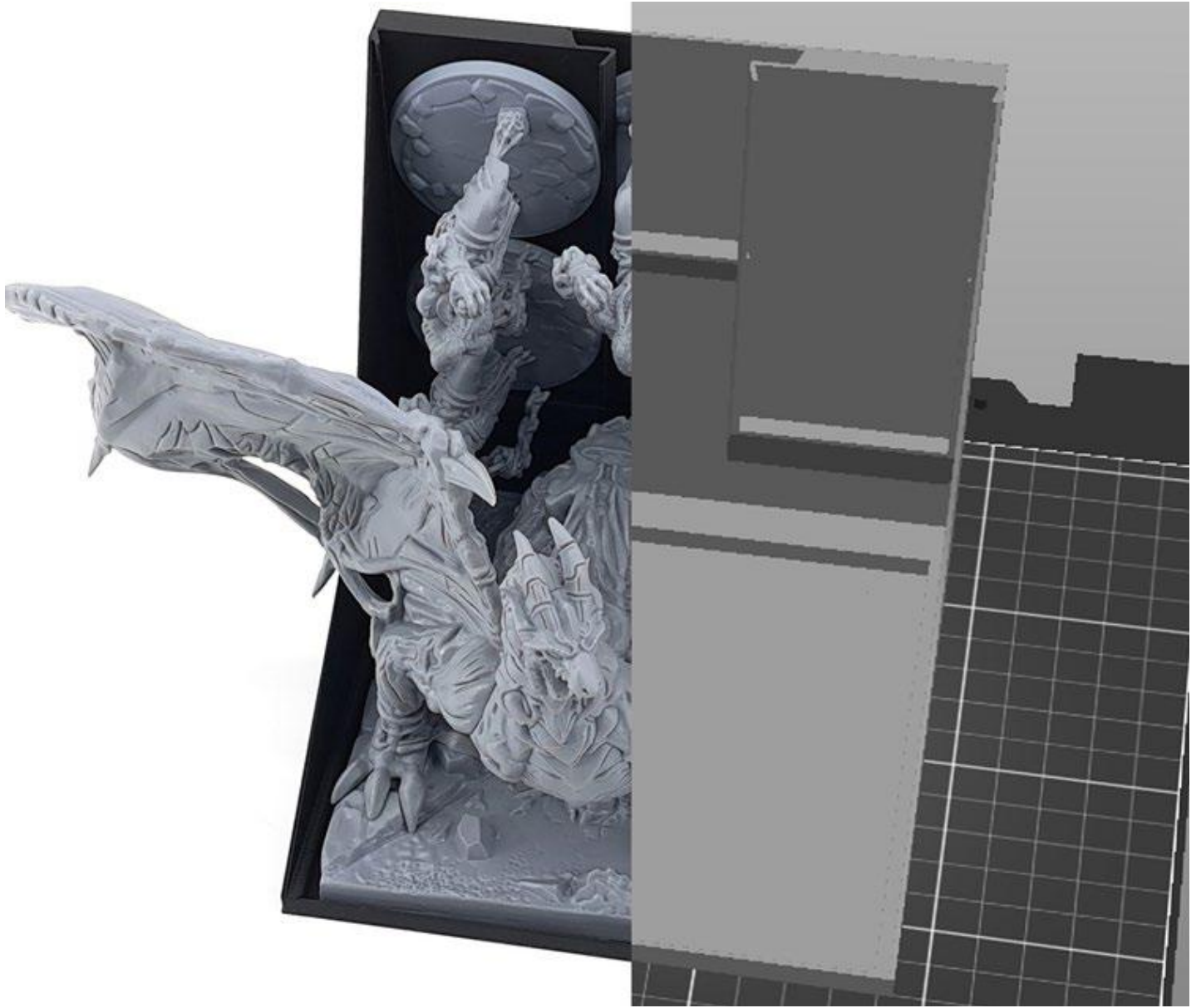
# Tinkering Paws

BOARD GAME INSERTS



## Heroes Of Might & Magic III

Including Conflux, Cove & Stronghold



See page **3** on how to  
**set up your insert...**

... see page **79** on how to  
**set up your 3D printer ...**



**... or click here for a  
video instruction!**

**Storage Help Sheets:**

**Big Box**

**Click here**

**Small Boxes**

**Click here**





## List of Contents

- 1. 10 Hero Boxes**
- 2. 21 Miniature Boxes**
- 3. 17 Token Boxes**
- 4. 1 Dice Box**
- 5. 2 Map Tile Boxes**
- 6. 7 Card Boxes with Dividers**

All boxes are marked with a code (M1, M2, etc.) on their bottom. Miniature and Hero Boxes also have their factions name on it.





## Hero Box **F8**

**Hero Box F8 holds the Necropolis heroes and cards.**





## Hero Box **F9**

Hero Box F9 holds the Tower heroes and cards.





## Hero Box **F10**

Hero Box F10 holds the Inferno heroes and cards.





## Hero Box **F11**

Hero Box F11 holds the Dungeon heroes and cards.





## Hero Box **F12**

**Hero Box F12 holds the Fortress heroes and cards.**





## Hero Box **F13**

Hero Box F13 holds the Castle heroes and cards.





## Hero Box **F14**

Hero Box F14 holds the Rampart heroes and cards.





## Hero Box **F15**

Hero Box F15 holds the Stronghold heroes and cards.





## Hero Box **F16**

Hero Box F16 holds the Cove heroes and cards.





## Hero Box **F17**

Hero Box F17 holds the Conflux heroes and cards.





## Miniature Box **M1**

**Miniature Box M1 holds all Castle units.  
Place them as shown.**





## Miniature Box **M2**

**Miniature Box M2 holds all Necropolis units.  
Place them as shown.**

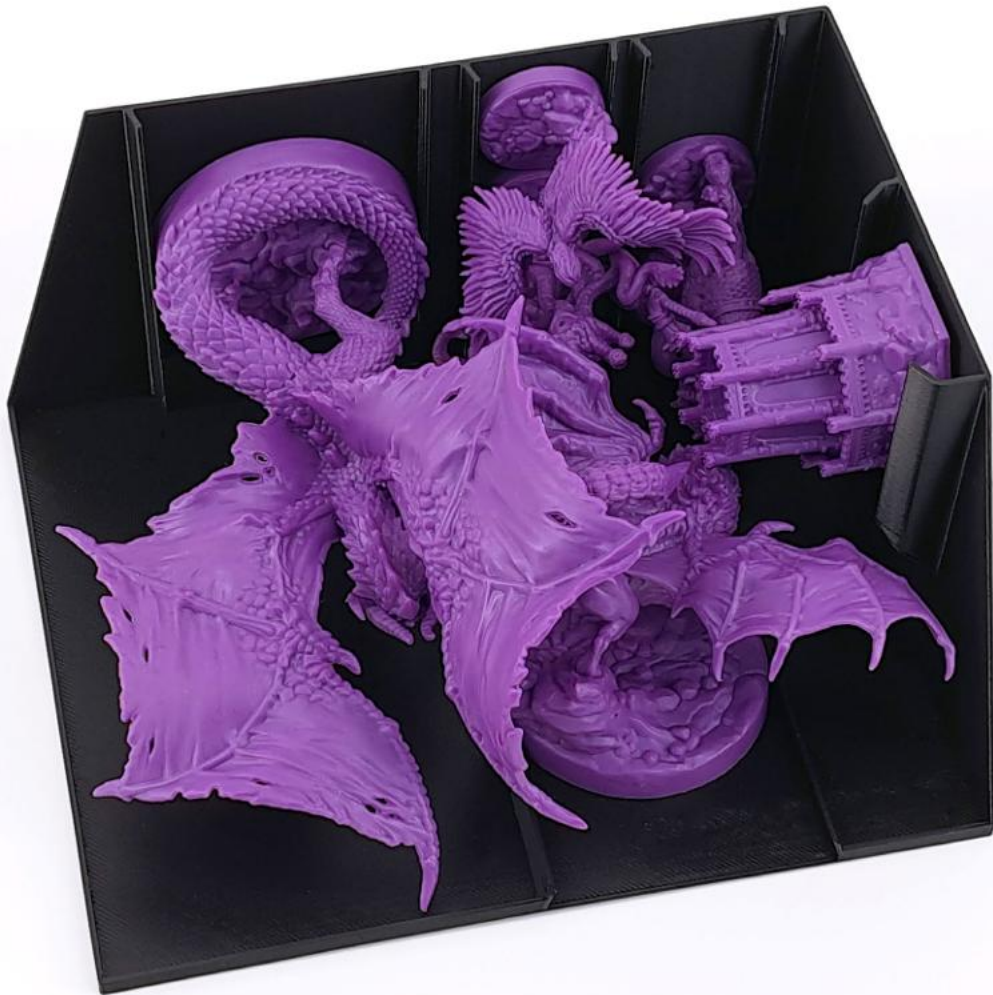




## Miniature Box **M3**

**Miniature Box M3 holds all Fortress units.  
Place them as shown.**





## Miniature Box **M4**

**Miniature Box M4 holds all Dungeon units.  
Place them as shown.**





## Miniature Box **M5**

**Miniature Box M5 holds all Tower units.  
Place them as shown.**

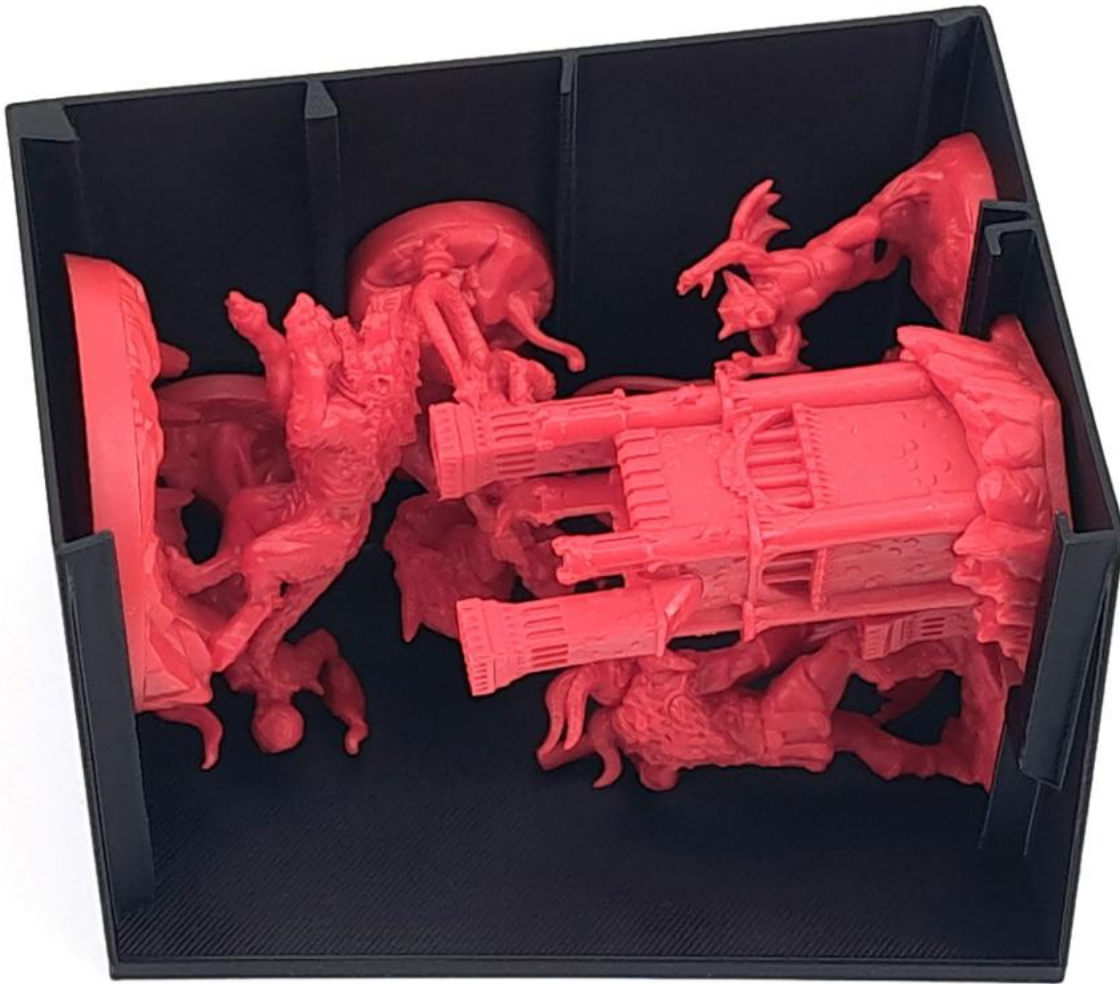




## Miniature Box **M6**

**Miniature Box M6 holds all Rampart units.  
Place them as shown.**





## Miniature Box **M7**

**Miniature Box M7 holds all Inferno units.  
Place them as shown.**





## Miniature Box **M8**

**M8 holds the following Neutral units:**

- **Faerie Dragon**
- **Troll**
- **Enchanter**
- **Mummy**
- **Rust Dragon**
- **Azure Dragon**
- **Diamond Golem**
- **Sharpshooter**





## Miniature Box **M9**

**M9 holds the following Neutral units:**

- **Rogue**
- **Halfling**
- **Peasant**
- **Gold Golem**
- **Dragon Utopia**
- **Nomad**
- **Boar**
- **Crystal Dragon**





## Miniature Box **M10**

**Miniature Box M10 holds all Stronghold units.  
Place them as shown.**

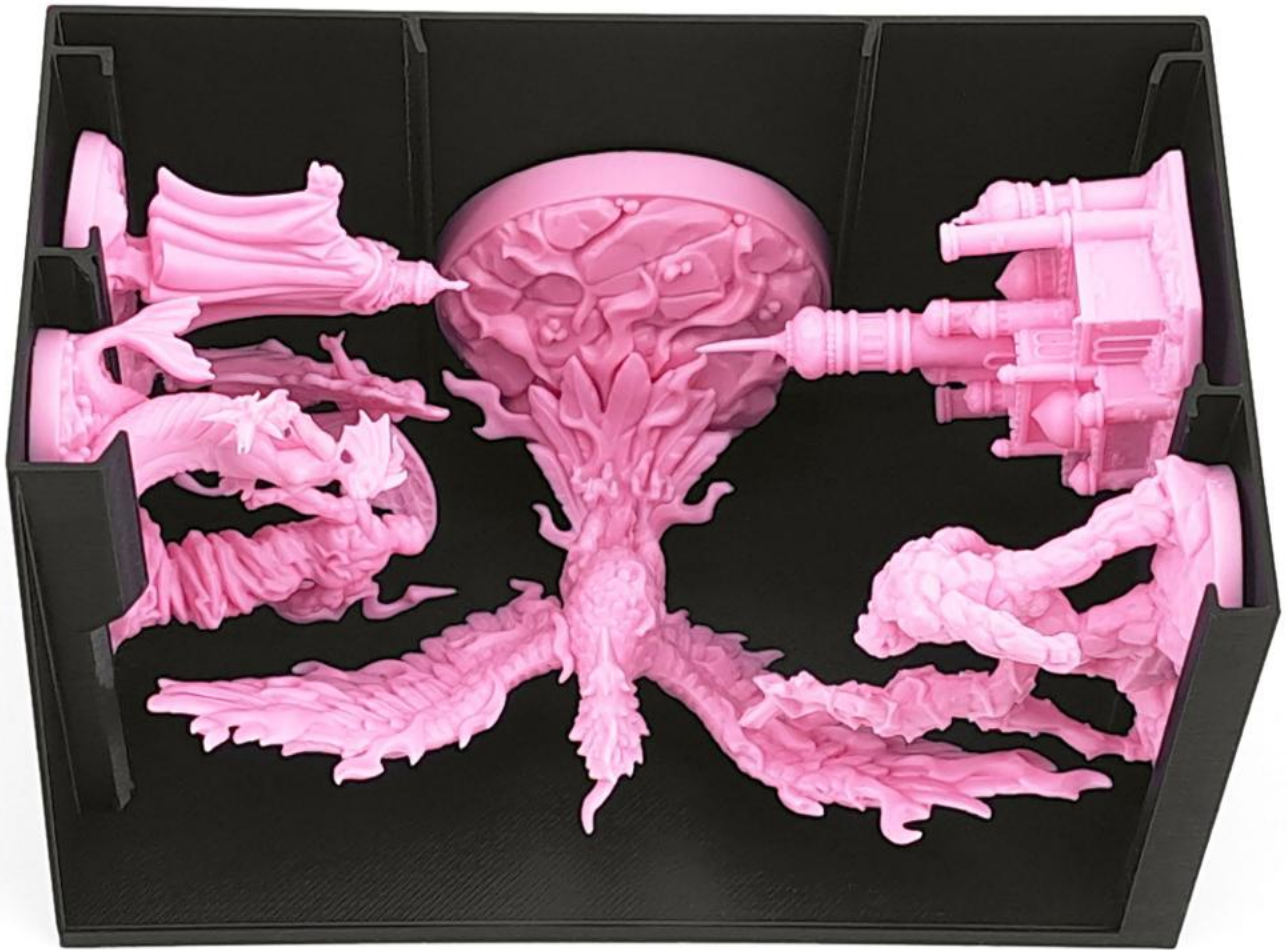




## Miniature Box **M11**

**Miniature Box M11 holds all Cove units.  
Place them as shown.**





## Miniature Box **M12**

**Miniature Box M12 holds all Conflux units.  
Place them as shown.**





## Miniature Box **M14**

Miniature Box #M14 holds the following Neutral units:

- **Air Elementals**
- **Fire Elementals**
- **Earth Elementals**
- **Water Elementals**
- **Steel Golem**
- **Satyr**
- **Fangarm**
- **Leprechaun**





## Miniature Box **M15**

Miniature Box M15 holds:

- **Neutral Hero**
- **First Aid Tents (entrance pointing right!)**
- **Ammo Carts**





## Miniature Box **M16**

Miniature Box M16 holds the

- **Catapults**
- **Ballistas**
- **Cannons**





## Miniature Box **M17**

Miniature Box M17 holds the Ships.





## Miniature Box **M18**

**Miniature Box M18 holds:**

- **Temple of the Sea**
- **Random City**
- **Subterranean Gates**

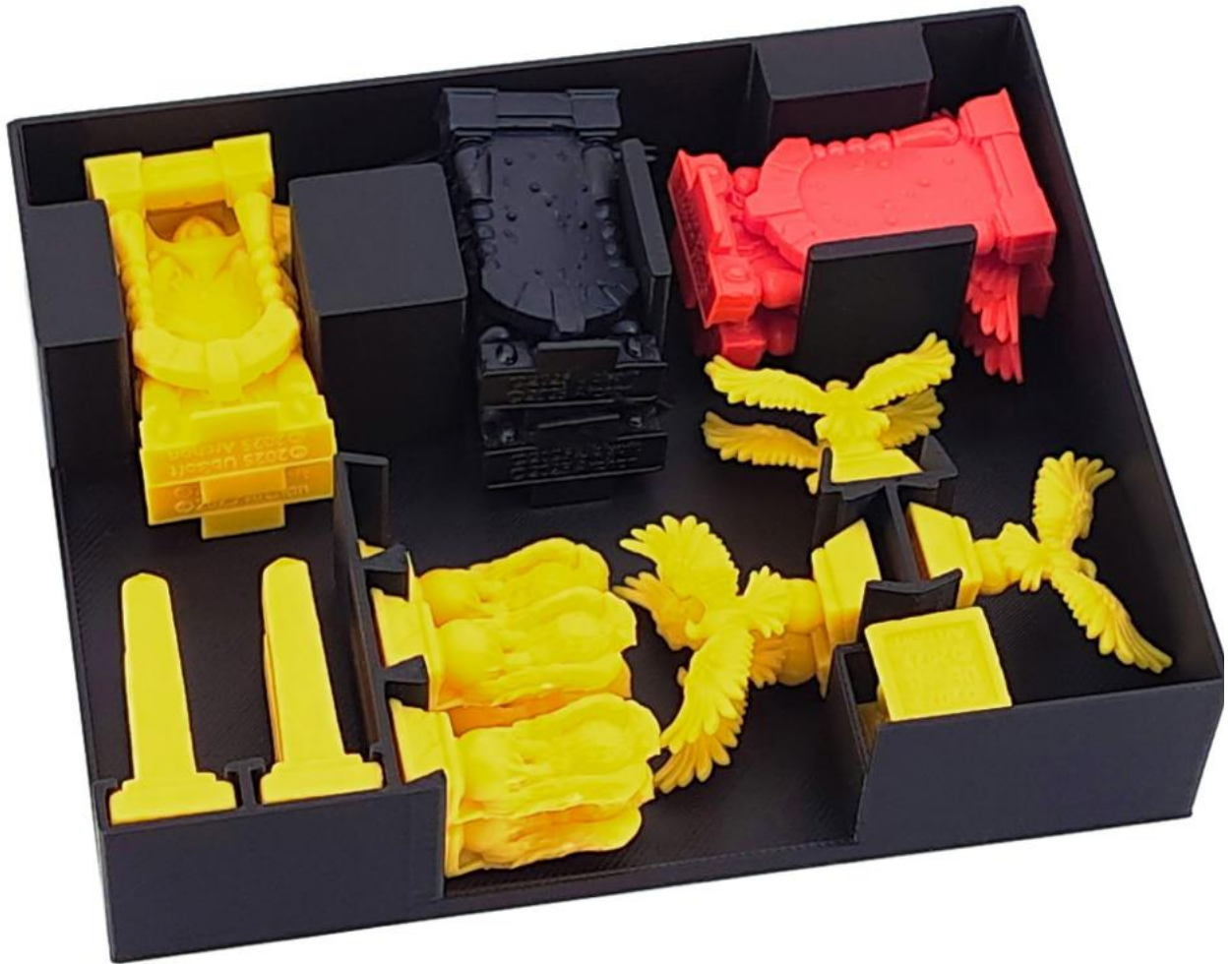




## Miniature Box **M19**

Miniature Box M19 holds Crag Hack.





## Miniature Box **M20**

**Miniature Box M20 holds:**

- **Monoliths**
- **Morale Tokens**
- **Negative Morale Tokens**
- **Hourglass**
- **Obelisks**





## Miniature Box **M21**

**Miniature Box M21 holds:**

- **Expert Effect Markers**
- **Chests**
- **Grail**





## Miniature Box **M22**

**Miniature Box M22 holds the Windmills, Witch Huts, Learning Stones & Campfires.**





## Token Box **T3**

**Token Box T3 holds the faction tokens and cubes.**





## Token Box **T5**

**T5** holds the black cubes and the following tokens:

- **Morale**
- **Movement**
- **Building Materials**
- **Valuables**
- **Defense / Paralysis**
- **Attack**
- **Summon**





## Token Box **T6**

Token Box T6 holds the following tokens:

- **Time**
- **Stack**
- **Weakness**
- **Empowered Ability**
- **Corrosion**
- **Initiative**
- **Grail**
- **Gold**



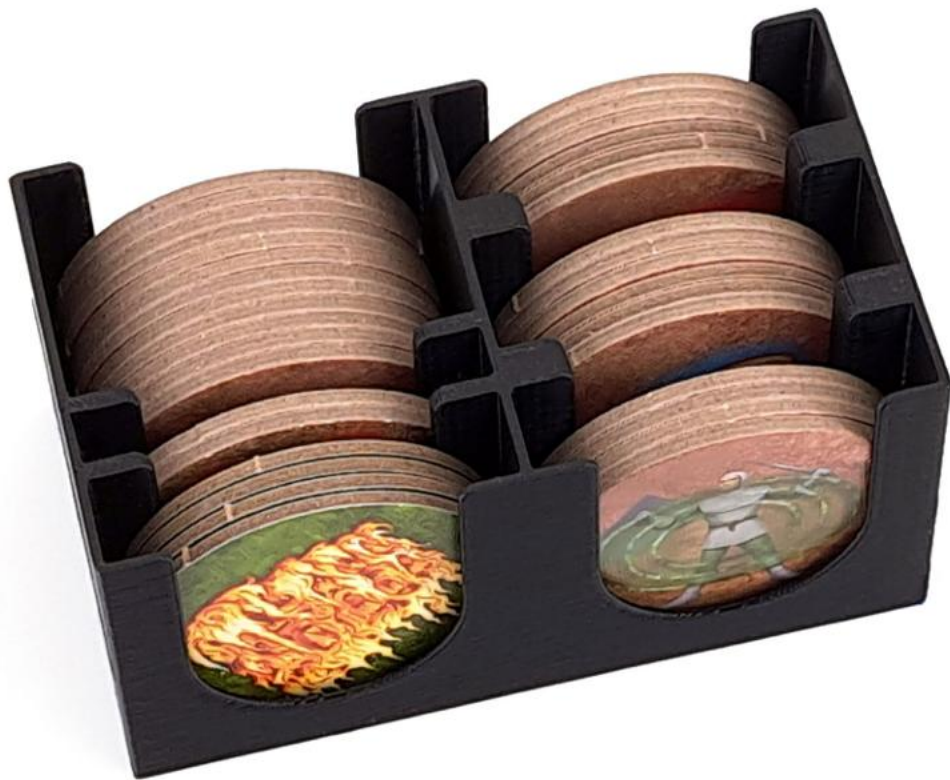


## Token Box **T7**

Token Box T7 holds:

- **Building Materials**
- **Valuables**
- **Damage Tokens**





## Token Box **T8**

**Token Box T8 holds all round Obstacle and Spell Tokens.**





## Token Box T9

**Token Box T9 holds all remaining upgraded Plastic Tokens.**





## Token Box **T10**

**Token Box T10 holds all small Hex Tokens and the Subterranean Gates.**





## Token Box **T11**

**Token Box T11 holds the remaining Obstacles and the Round Tracker.**





## Dice Box **D1**

Dice Box D1 holds all Dice.





## Map Tile Boxes **MT2** & **MT3**

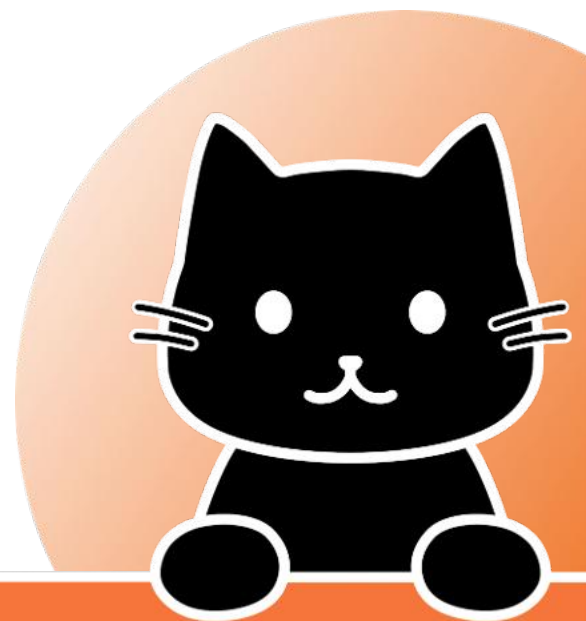
Map Tray Boxes MT2 & MT3 hold all Map Tiles.

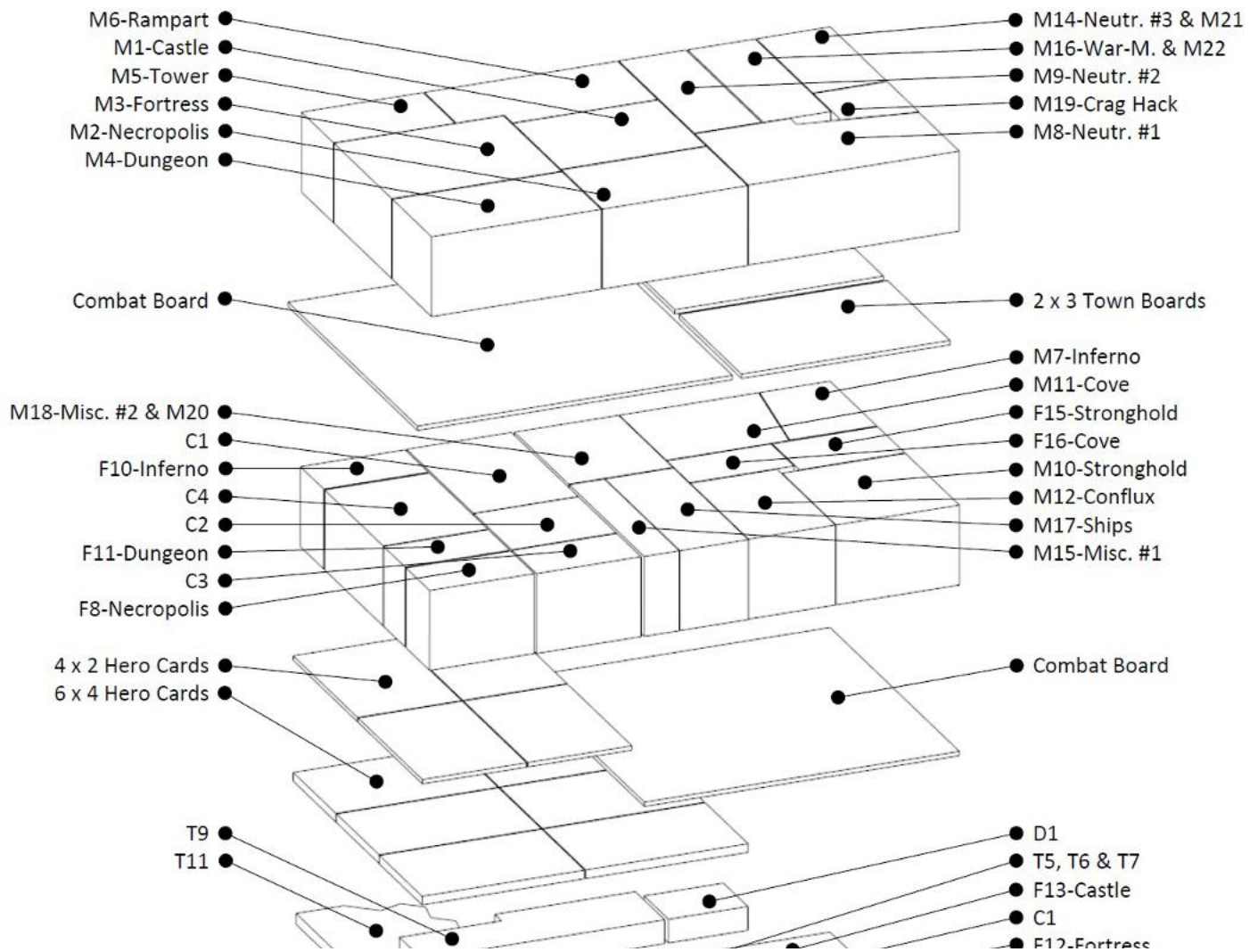




# Card Boxes

The Card Boxes will store all of the cards.





# Component Storage

Use the following instruction or the video guide to store the Board Game Insert in the game boxes for the first time.

We have an easy-to-print Help Sheet, on how to store the game after playing.

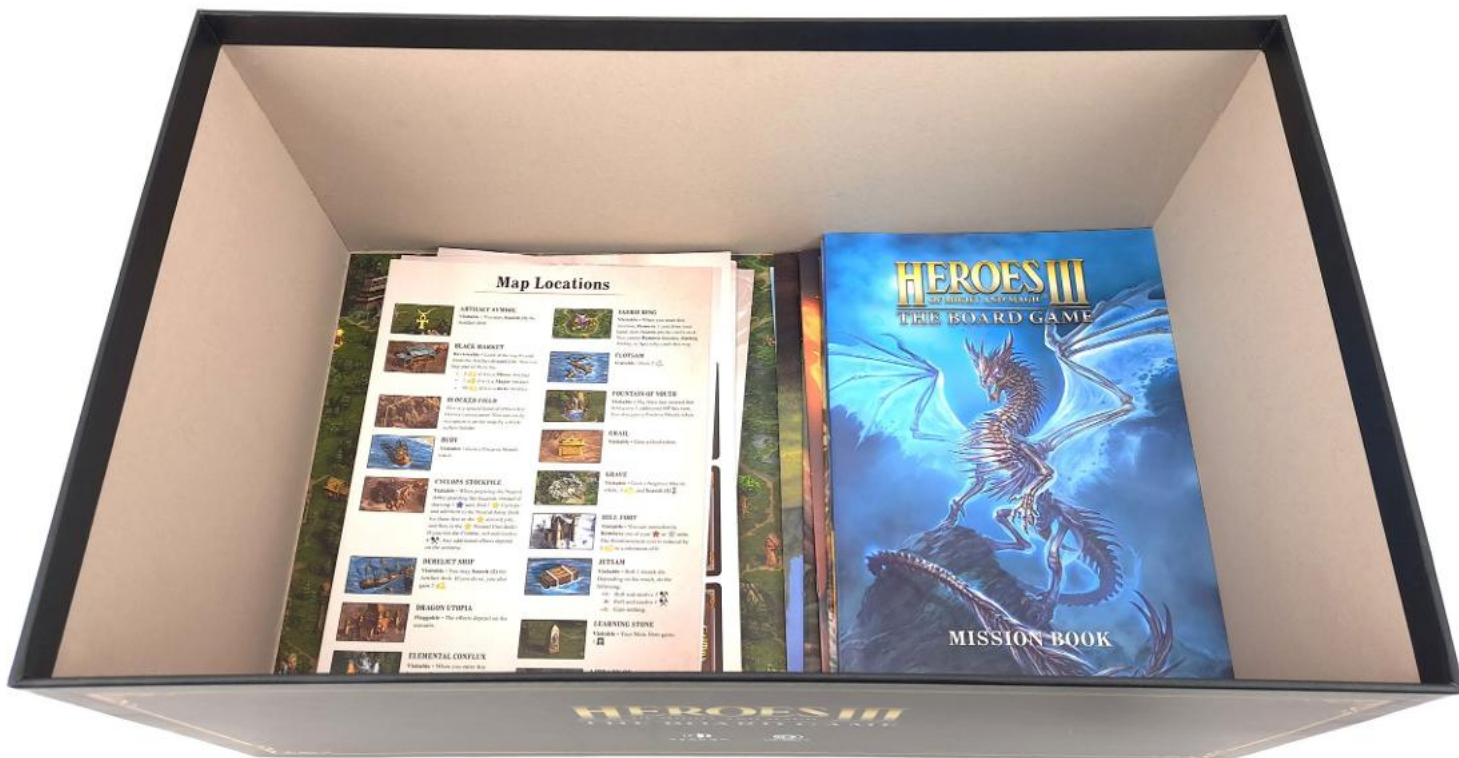
**Big Box Help Sheet**

[Click here](#)

**Small Boxes Help Sheet**

[Click here](#)





## Component Storage 1

If you own the **Big Box**, but do NOT own the Naval Battles Expansion, start with the Big Box of the first Crowdfunding Campaign.

### Left Side:

- Three Mission Books
- Map Location Sheets
- Faction Sheets

### Right Side:

- All remaining Mission Books
- Rulebooks
- Player Aids

If you own the **Small Boxes**, go to page 64.





## Component Storage 2

Add four Town Boards as shown.





## Component Storage 3

**Add the Battlefield Board.**

**Make sure the stacks are the same height.  
Rearrange them if necessary.**

**Proceed with step 8 and add those  
components on top of the ones  
already in the box.**





## Component Storage 4

If you own the **Big Box** AND the **Naval Battles Expansion**, start with the **Naval Battles Expansion Box**.

Add all **Mission Books, Rulebooks, Faction Sheets, Map Location Sheets & Player Aids**.

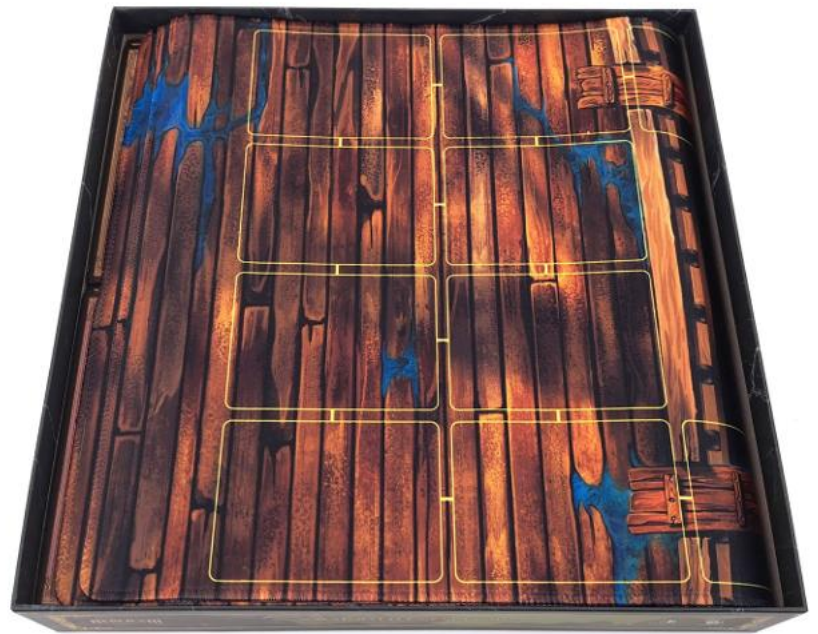




# Component Storage 5

Continue with four Town Boards.

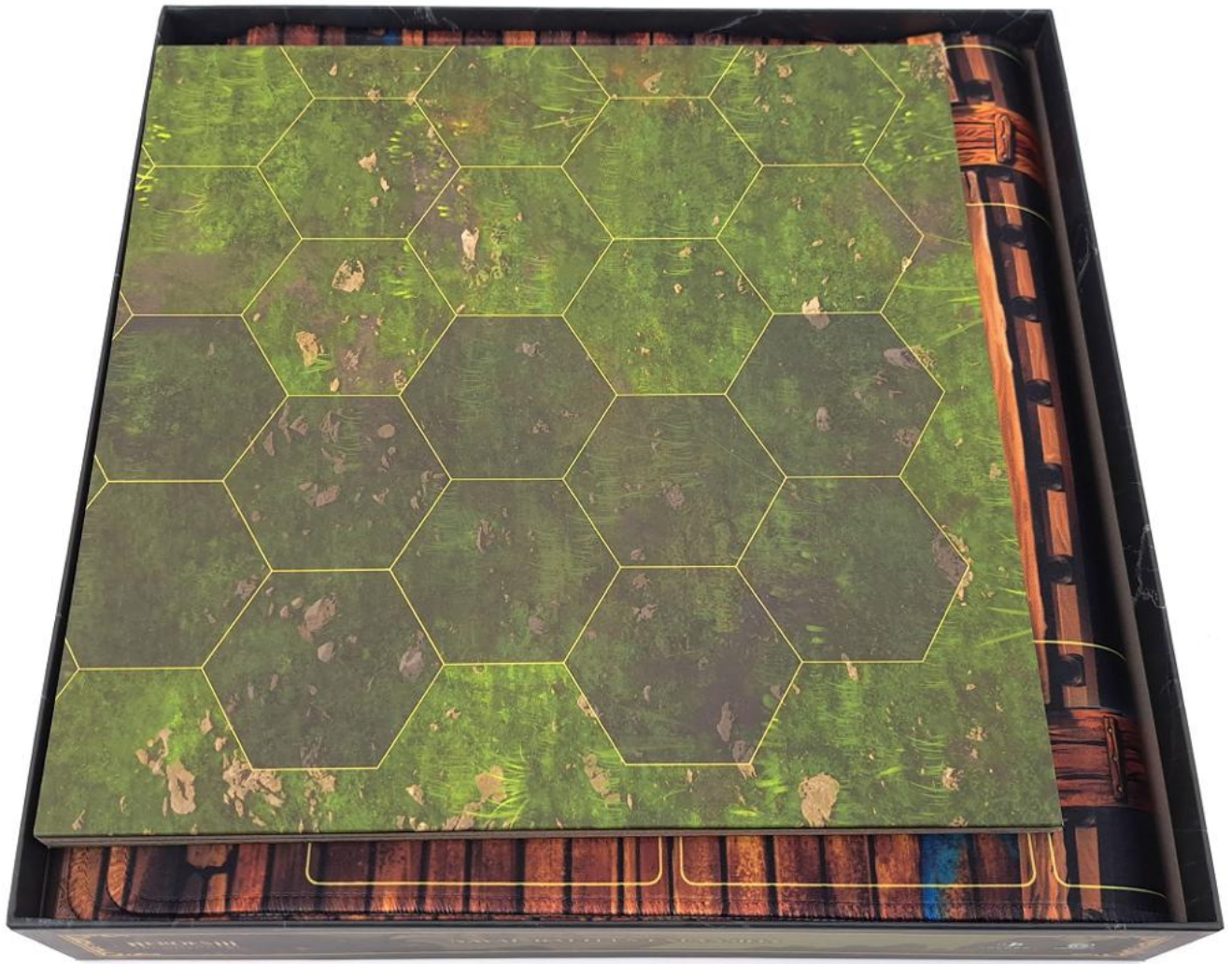




## Component Storage 6

Add the Neoprene Combat Boards.

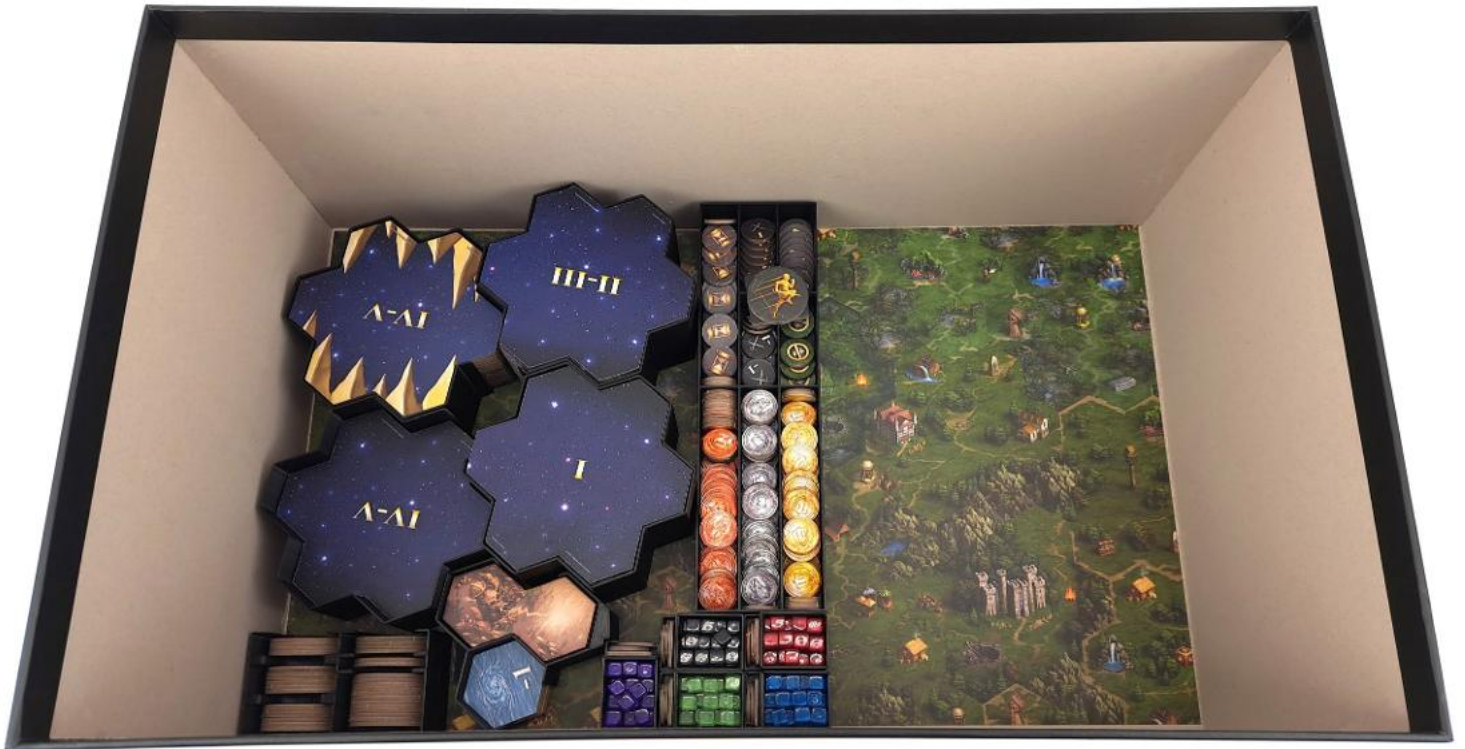




## Component Storage 7

Add the Battlefield Board.





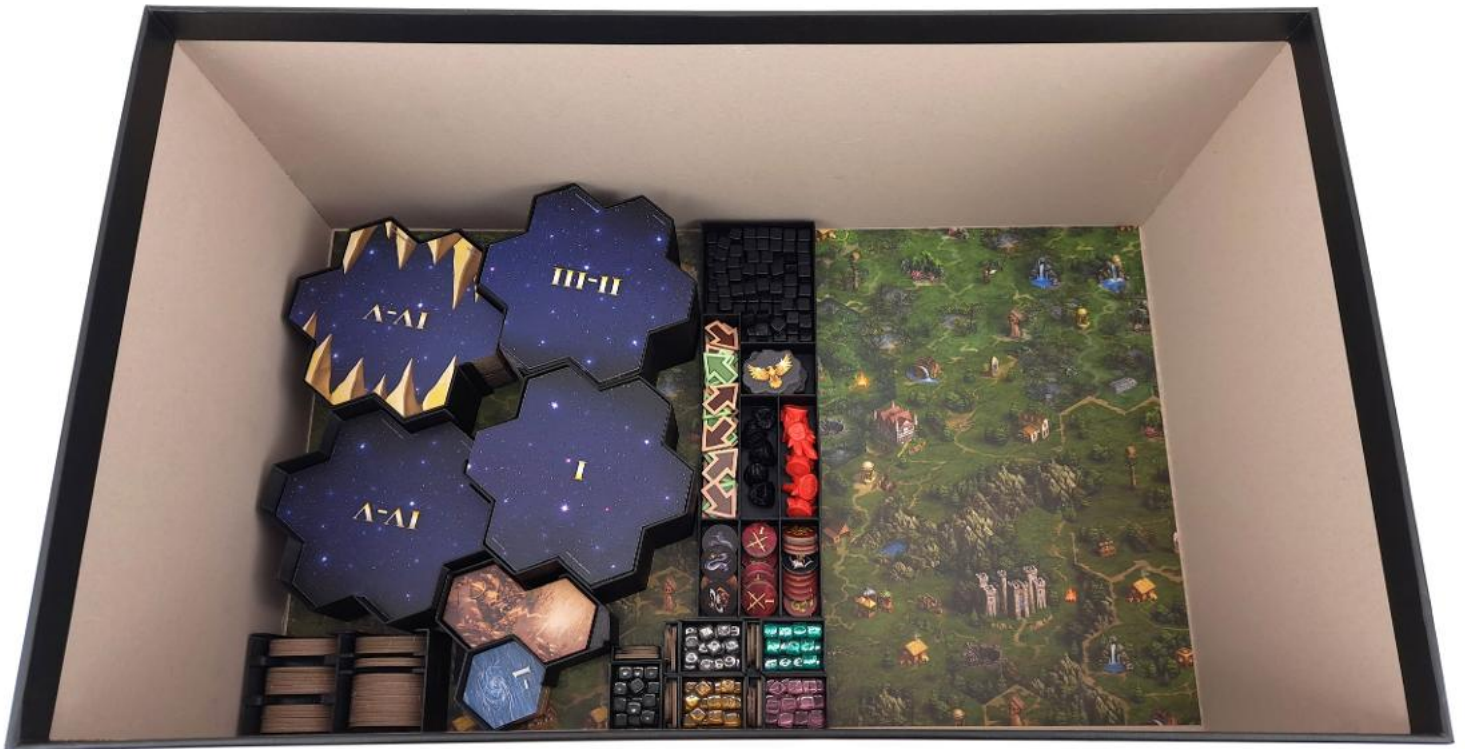
## Component Storage 8

Take the Big Box. If you do not own the Naval Battles Expansion, simply place the following components on top of the ones already inside.

Add Map Tile Boxes **MT2** & **MT3** and the following Token Boxes:

**T3** (5x), **T6**, **T8** & **T10**.





## Component Storage 9

Add Token Boxes **T3** (5x) & **T5**.





## Component Storage 10

Add Token Box **T7**, **T9** & **T11**, Dice Box **D1**, Card Boxes **C1**, **C2** & **C3** and Faction Boxes **F9**, **F12**, **F13**, **F14** & **F17**.





## Component Storage **11**

Add six stacks, each containing four Hero Cards.





## Component Storage **12**

**Add one Combat Board and four stacks, each containing two Hero Cards.**





## Component Storage 13

Add Faction Boxes **F8**, **F10** & **F11**, Card Boxes **C1**, **C2**, **C3** & **C4** and Miniature Boxes **M15**, **M17** & **M18**.





## Component Storage 14

Add Miniature Boxes **M7**, **M10**, **M11**, **M12** & **M20** and Faction Boxes **F15** & **F16**.





## Component Storage 15

Add two stacks, each containing three Town Cards.





## Component Storage 16

Add one Combat Board and Miniature Boxes **M14** & **M16**.





## Component Storage 17

Add Miniature Boxes **M1**, **M2**, **M3**, **M4**, **M5**, **M6**, **M8**, **M9**, **M19**, **M21** & **M22**.





## Component Storage **18**

If you store the game in the small boxes, take any of the 75 mm tall boxes, i.e. Fortress.

It holds Miniature Boxes **M1, M2, M3, M4, M5 & M6**.





## Component Storage 19

The next game box (75 mm, i.e. Core Game) holds Faction Boxes **F9**, **F12**, **F13**, **F14**, **F15**, **F16** & **F17** and Miniature Boxes **M7**, **M10**, **M11** & **M12**.





## Component Storage **20**

The next game box (75 mm, i.e. Rampart) holds the following Miniature Boxes **M8**, **M9**, **M14**, **M15**, **M16**, **M18** & **M19**.





## Component Storage **21**

Proceed with Miniature Boxes **M17**, **M20**, **M21** & **M22**.





## Component Storage 22

The next game box (65 mm, i.e. Conflux) holds the following Token Boxes: **T3** (10x), **T8** & **T10**.





## Component Storage **23**

Add Token Box **T5** & Dice Box **D1**.





## Component Storage **24**

Add Map Tile Boxes **MT2** & **MT3** and Token Box **T6**.





## Component Storage **25**

Add Token Boxes **T7**, **T9** & **T11**.





## Component Storage 26

The next game box (75 mm, i.e. Stronghold) holds all Card Boxes and Faction Boxes **F8**, **F10** & **F11**.





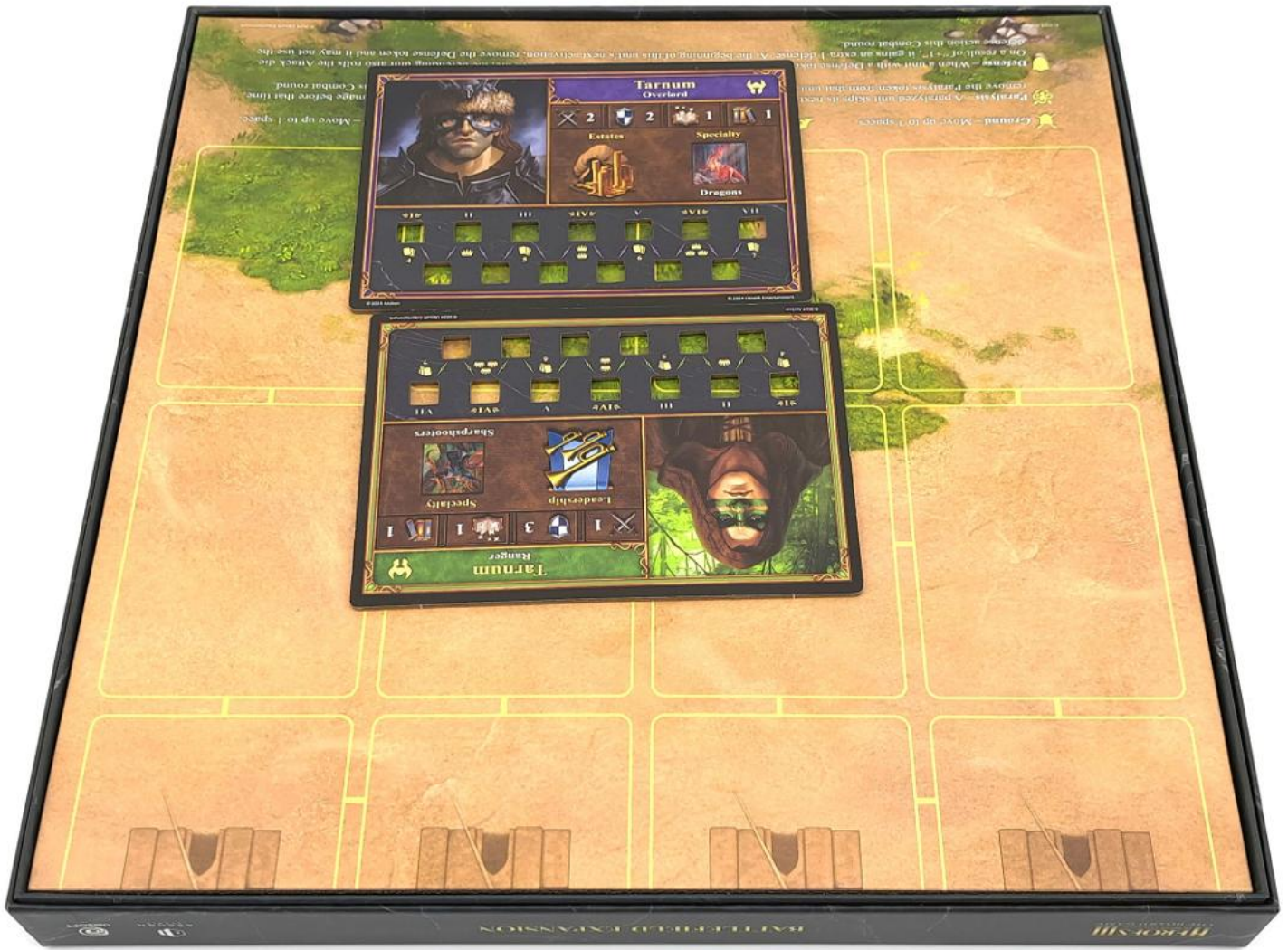


## Component Storage 28

Add four stacks, each containing three Hero Cards on top of the Town Boards.

Then place two stacks, each containing nine Hero Cards in the remaining gap.

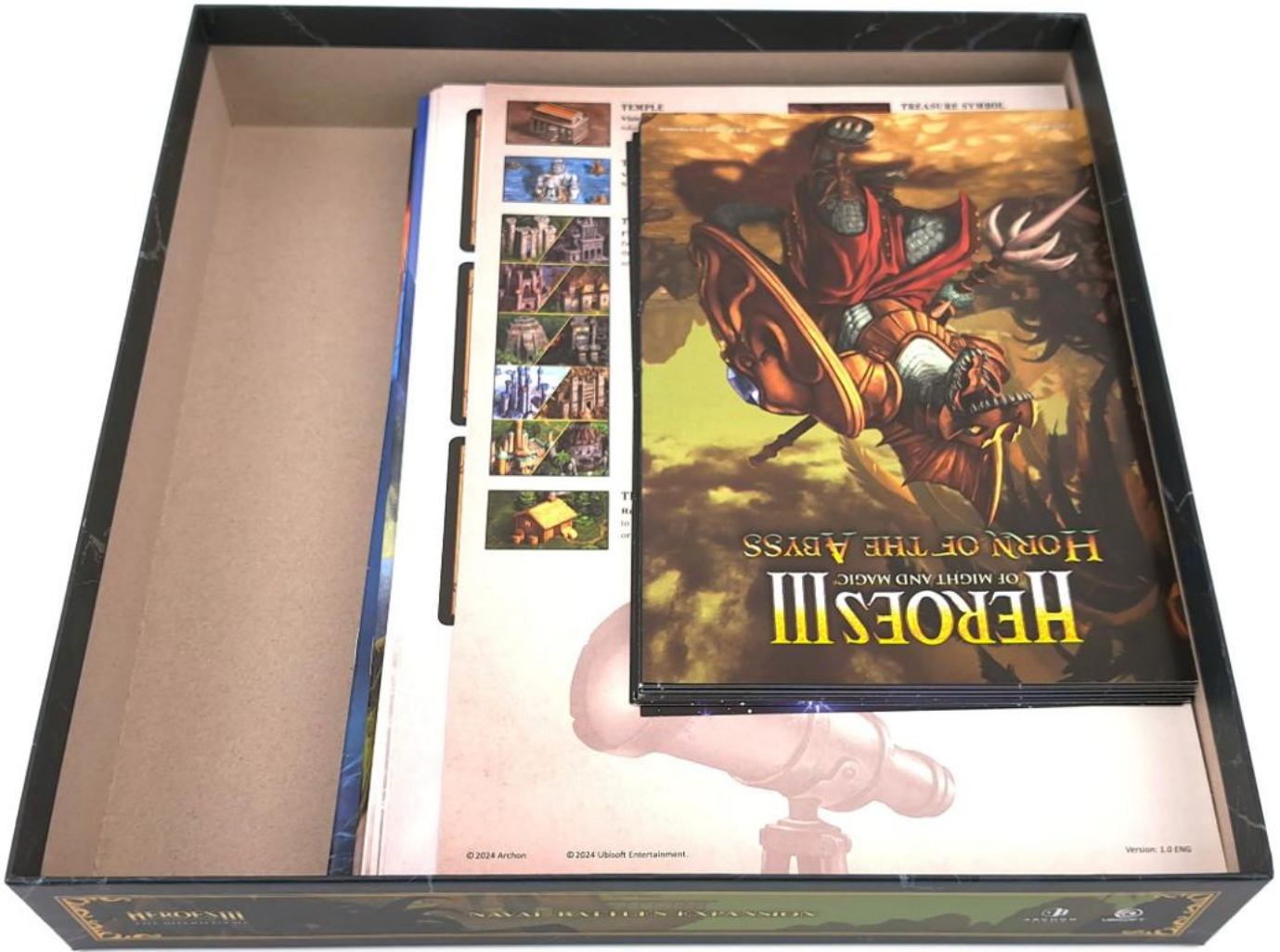




## Component Storage 29

Add both Combat Boards and the two remaining Hero Cards.



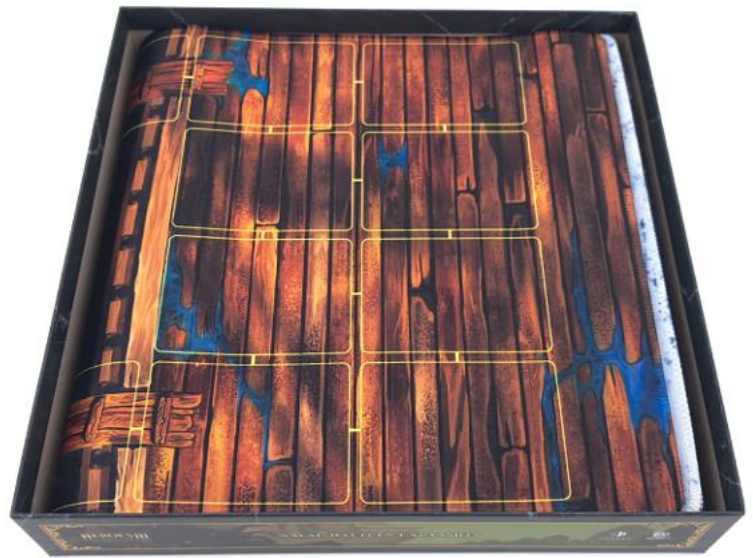


## Component Storage 30

**Proceed with the Naval Battles Expansion Box. If you do not own it, combine this and the previous box in a single expansion box.**

**Add all Rulebooks, Mission Books and Sheets.**





## Component Storage 31

Add the Neoprene Combat Boards.





## Component Storage 32

Add the Battlefield Board.



# How to print your digital 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](http://www.tinkeringpaws.de)

or write an email to [info@tinkeringpaws.de](mailto:info@tinkeringpaws.de)

