



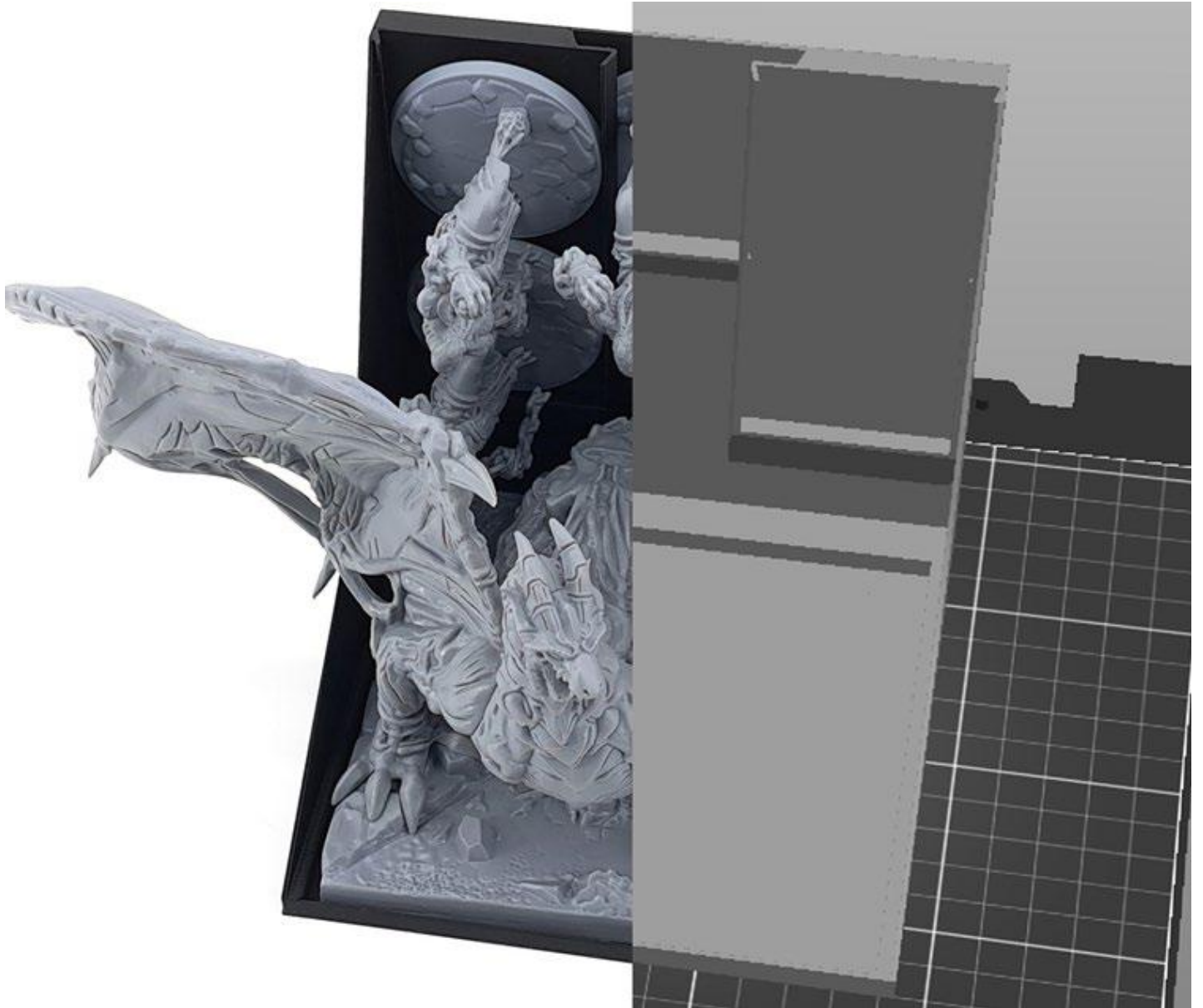
Tinkering Paws

BOARD GAME INSERTS



Heroes Of Might & Magic III

Upgrade Pack for Conflux, Cove & Stronghold



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

... see page **71** 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



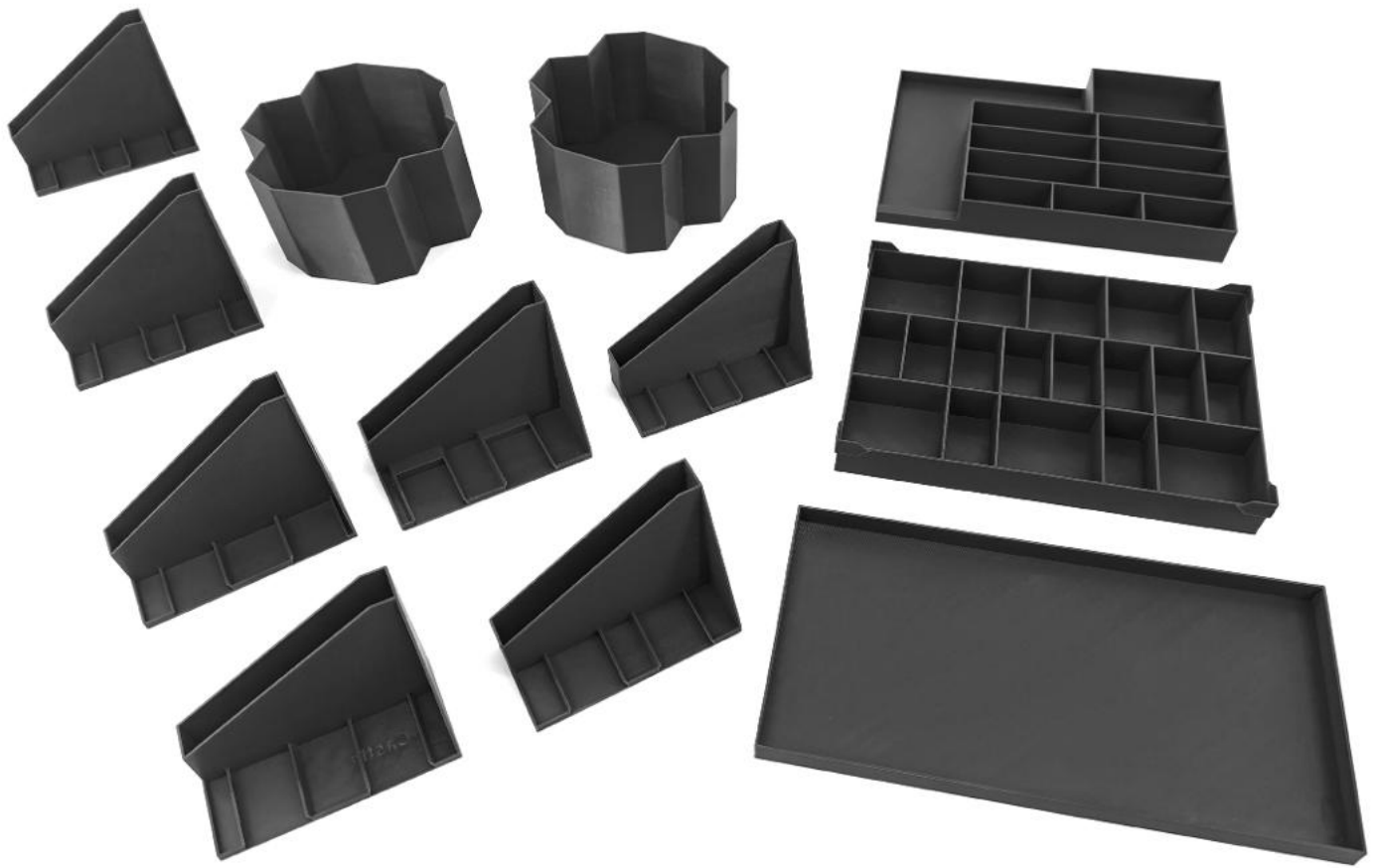


List of Contents

1. 10 Hero Boxes
2. 12 Miniature Boxes
3. 10 Token Boxes
4. 1 Dice Box
5. 2 Map Tile Boxes
6. 3 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.





Replaced Components

The following boxes will be replaced:

F1, F2, F3, F4, F5, F6, F7, T1, T2, T4 & MT1 (2x).





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 **M10**

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

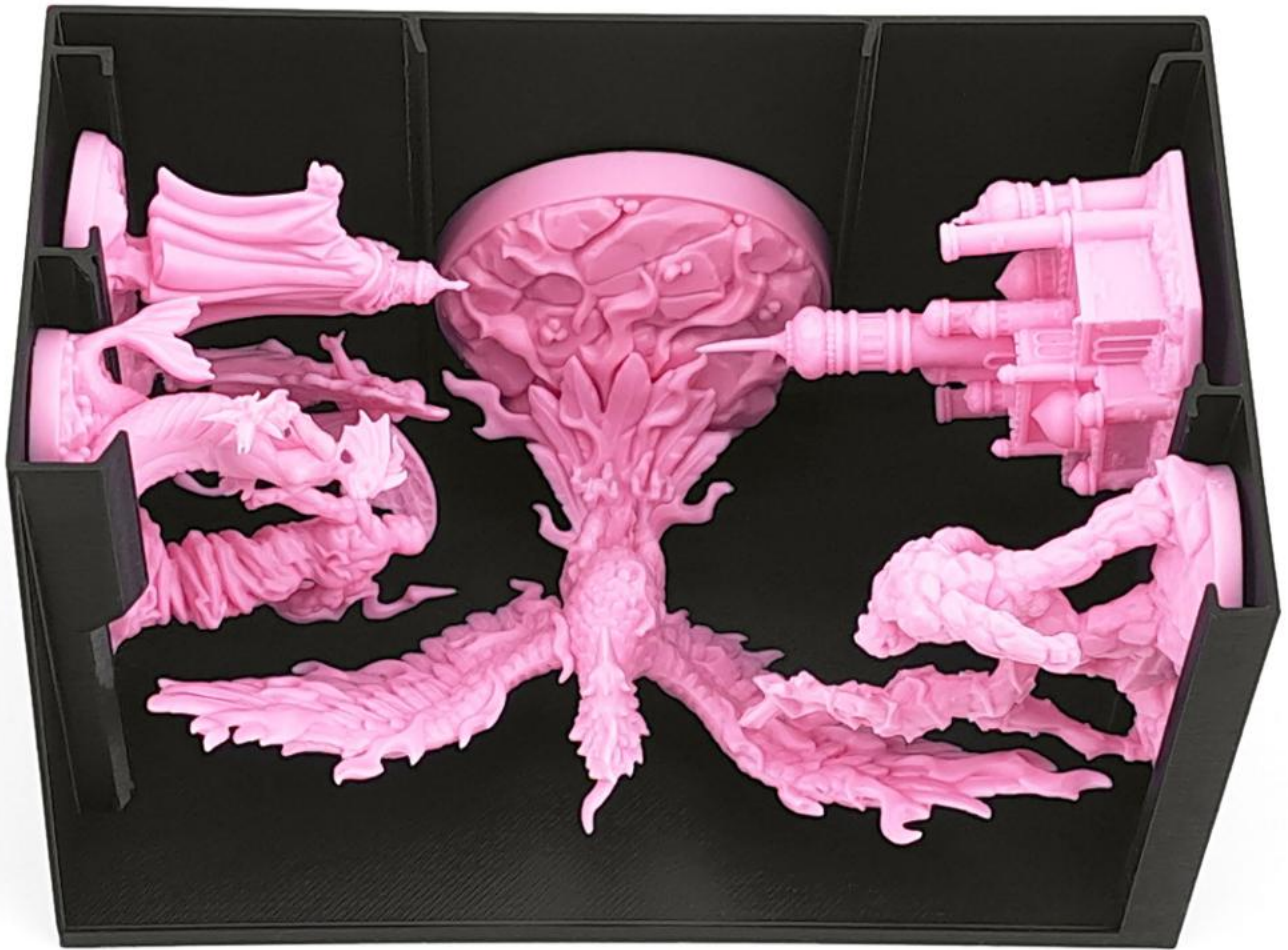




Miniature Box **M11**

**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**

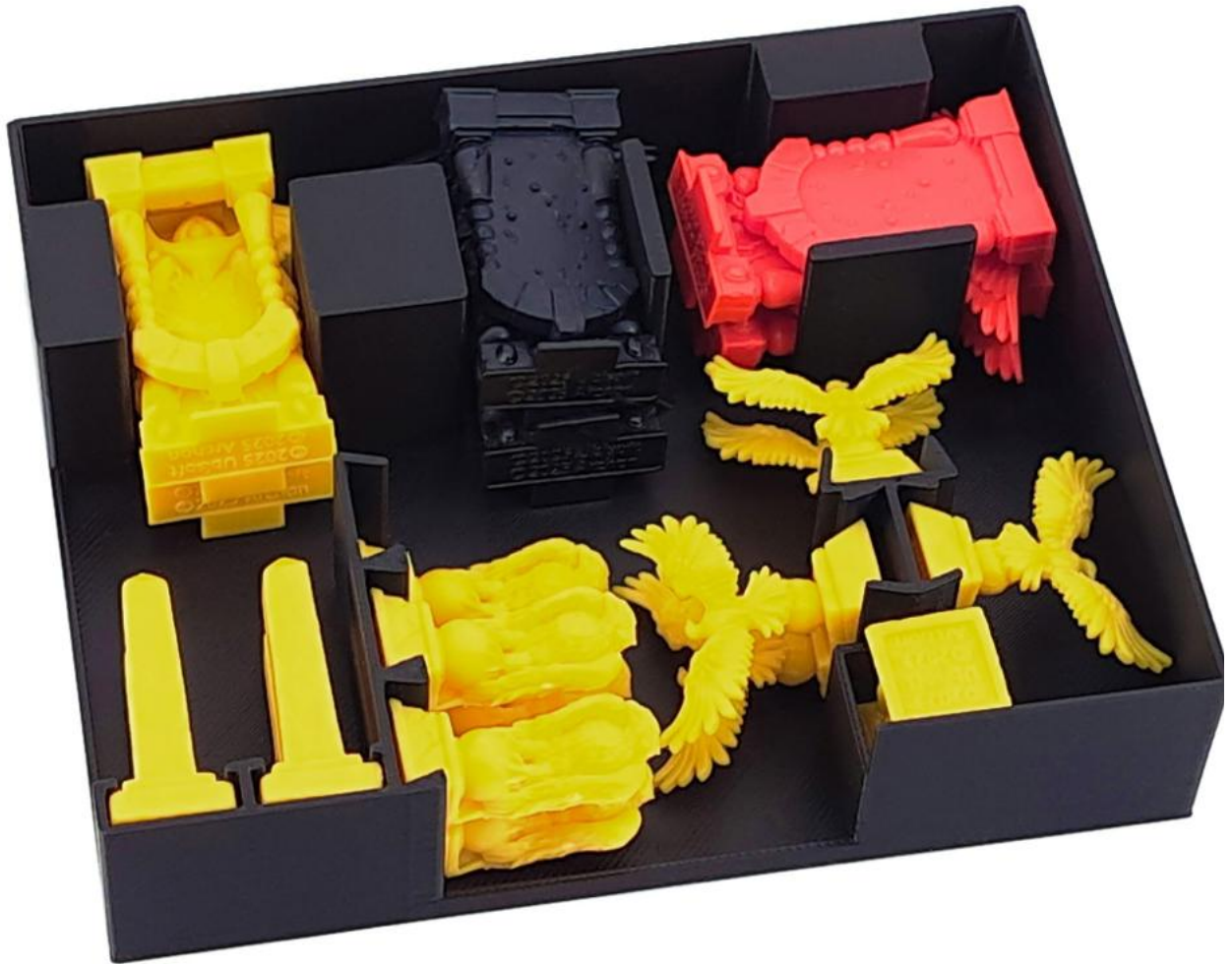




Miniature Box **M19**

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**



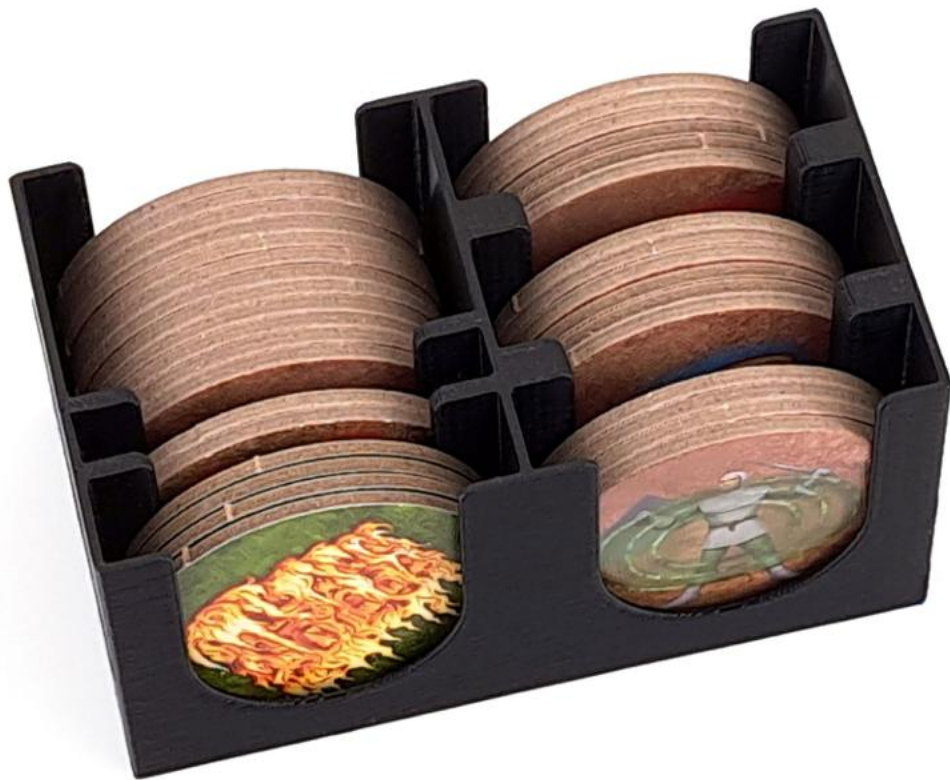


Token Box **T7**

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.

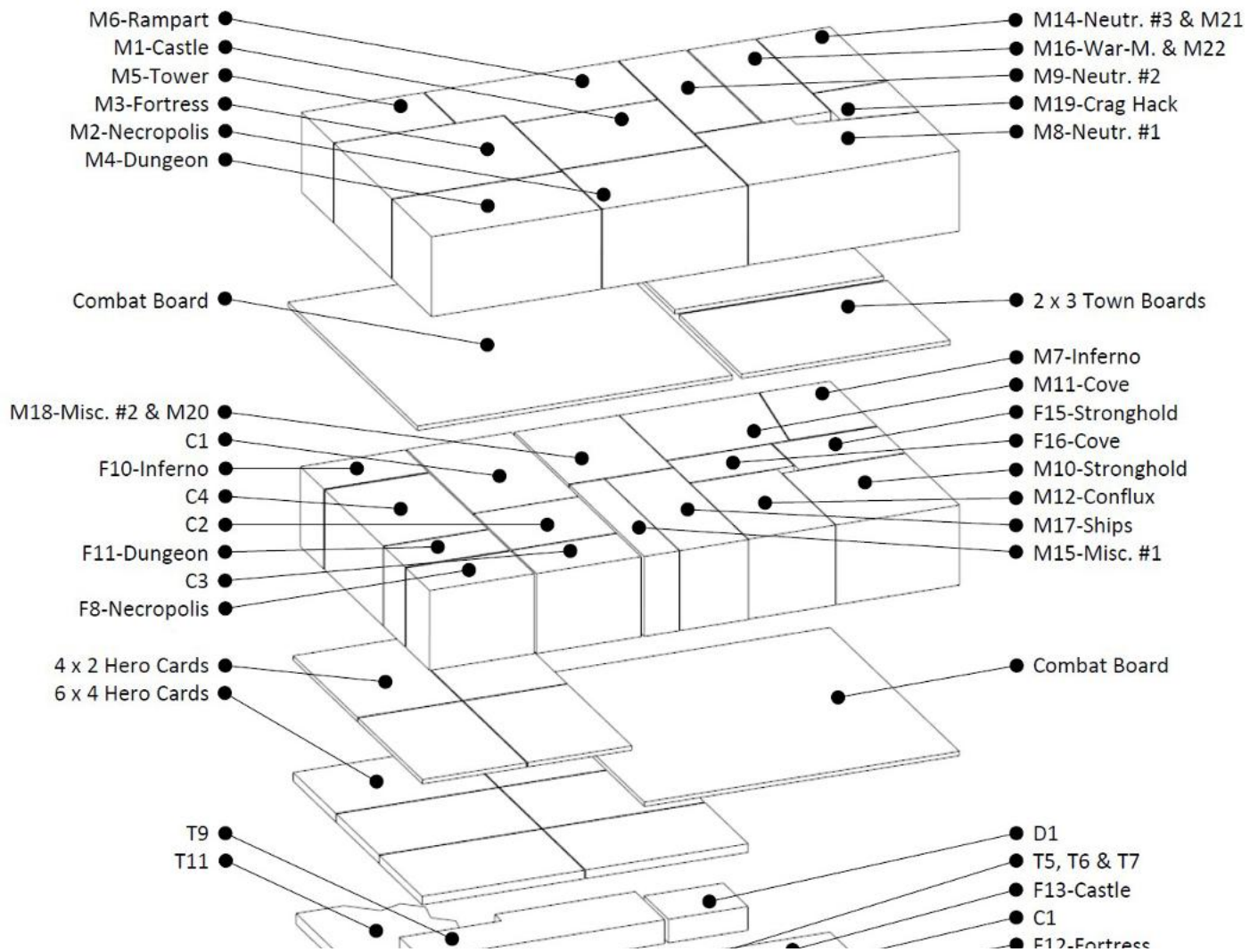




Card Boxes

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 56.





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**.

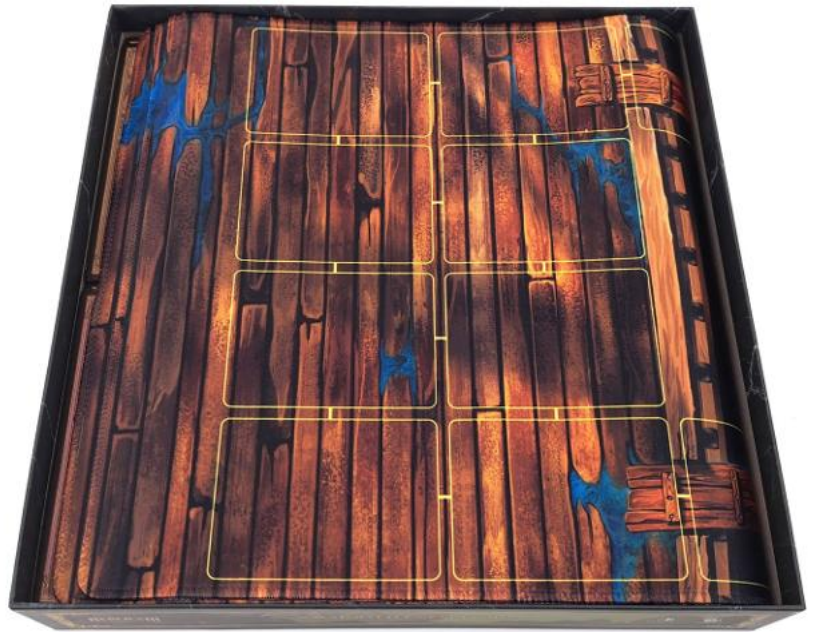




Component Storage 5

Continue with four Town Boards.

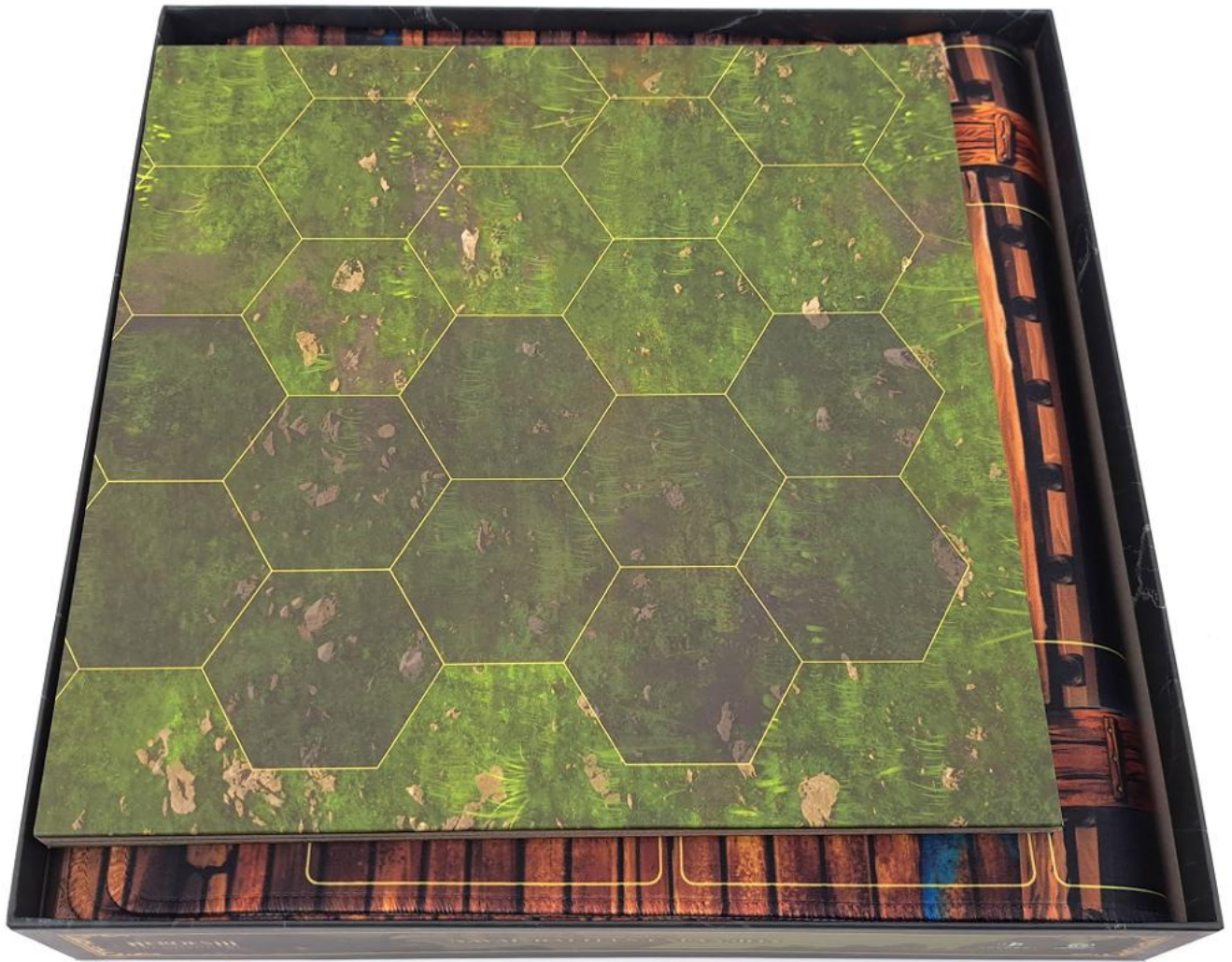




Component Storage 6

Add the Neoprene Combat Boards.





Component Storage 7

Add the Battlefield Board.





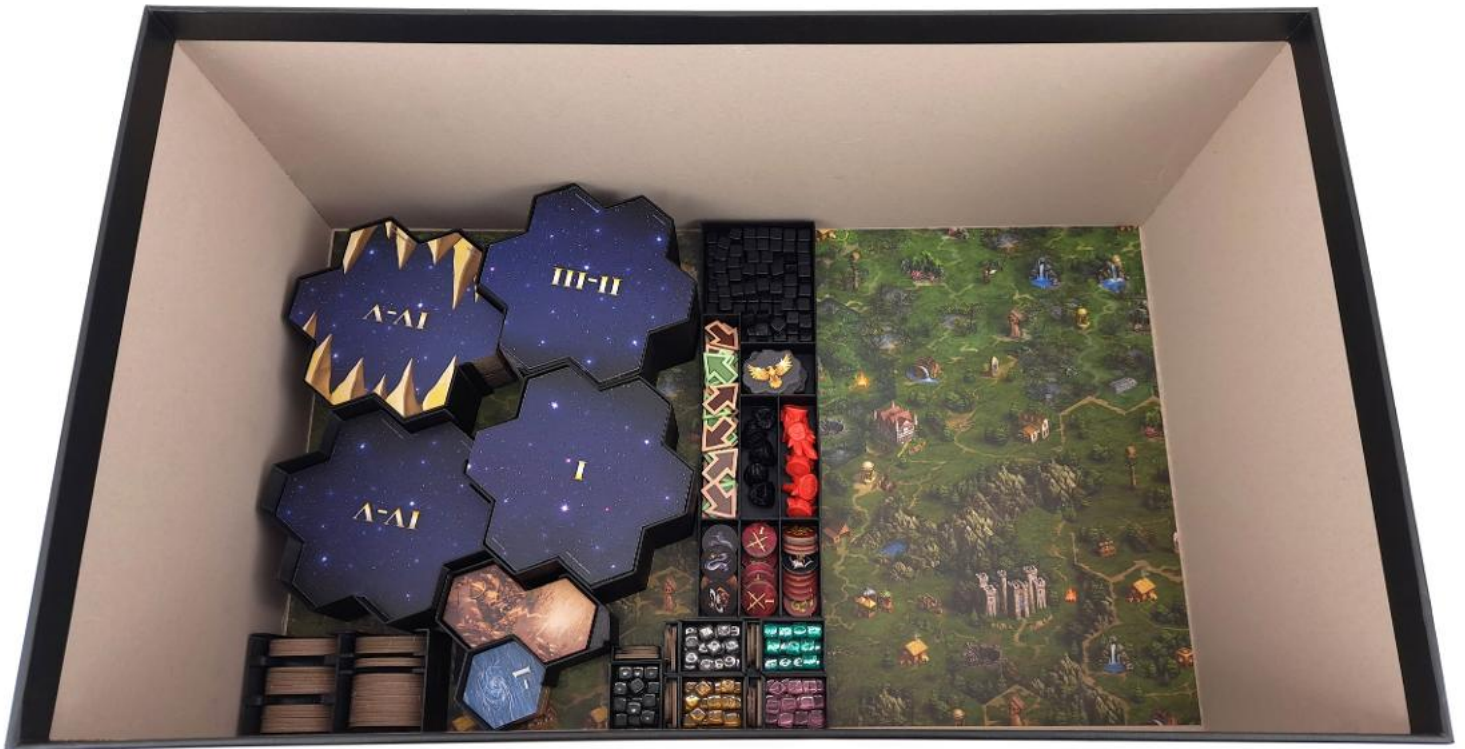
Component Storage 8

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 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**.

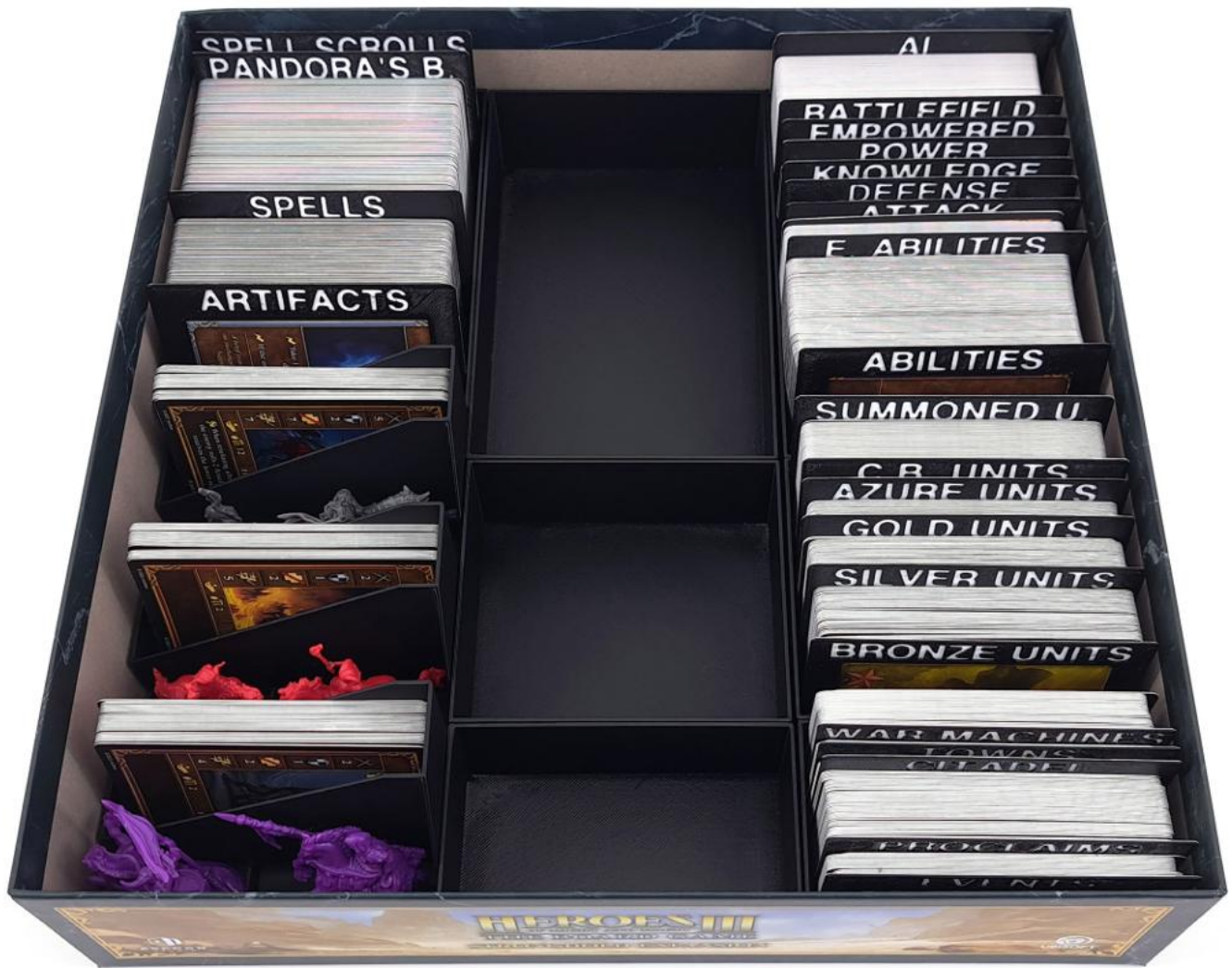




Component Storage **25**

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

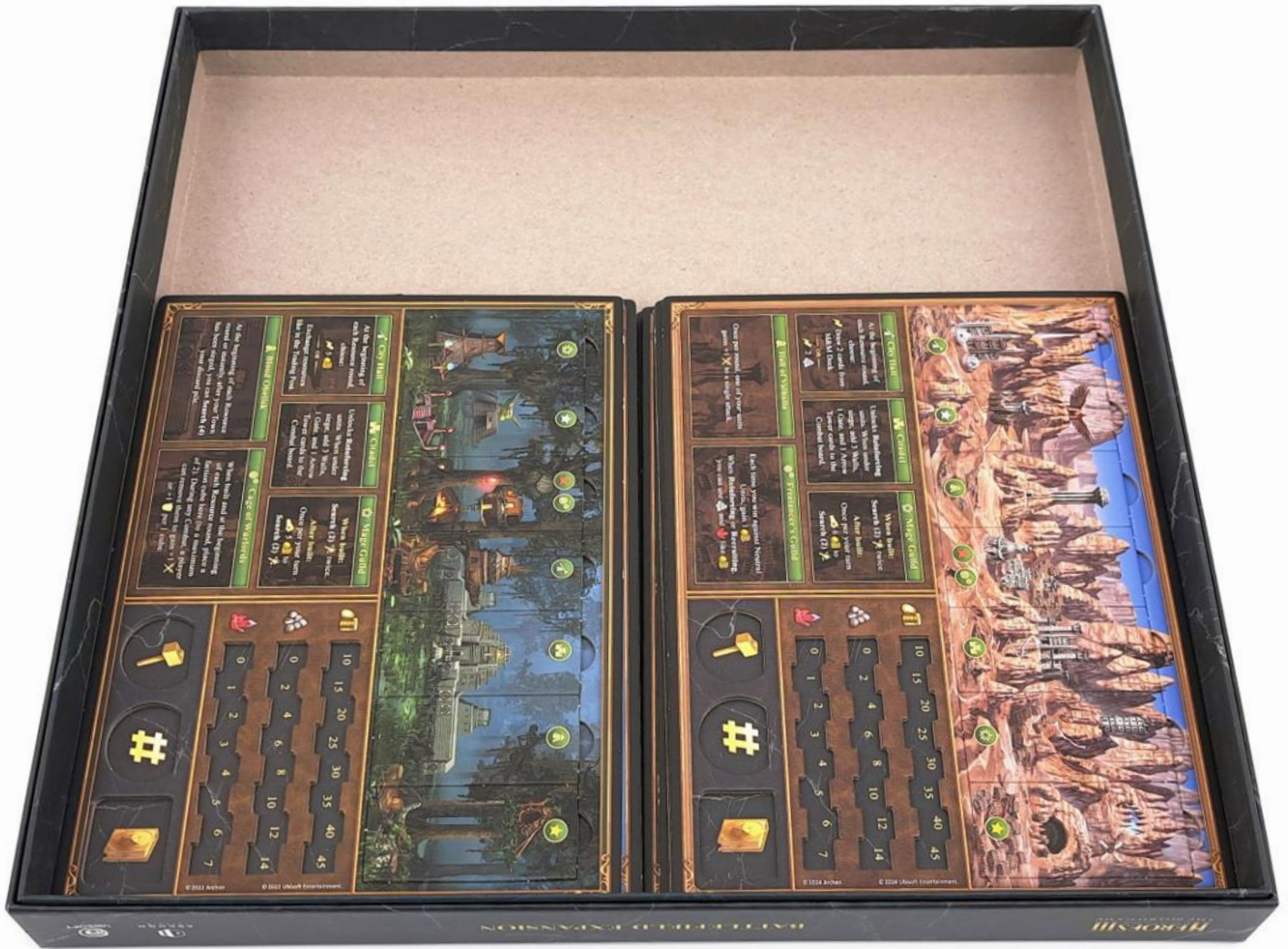




Component Storage **26**

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





Component Storage 27

Proceed with the Battlefield Expansion Box. If you do not own it, combine this and the next box in a single expansion box.

Place all Town Boards in two stacks.



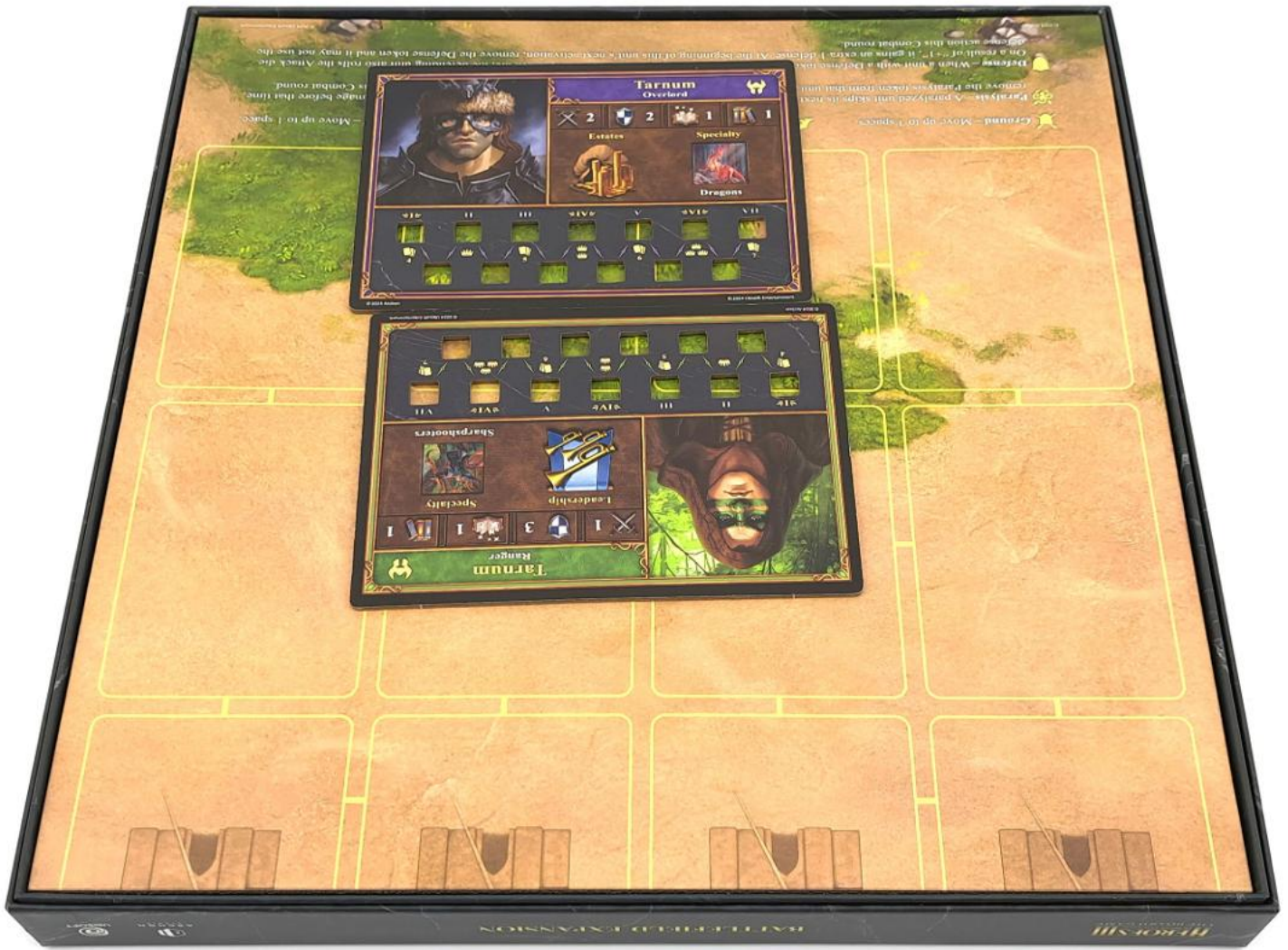


Component Storage 28

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.

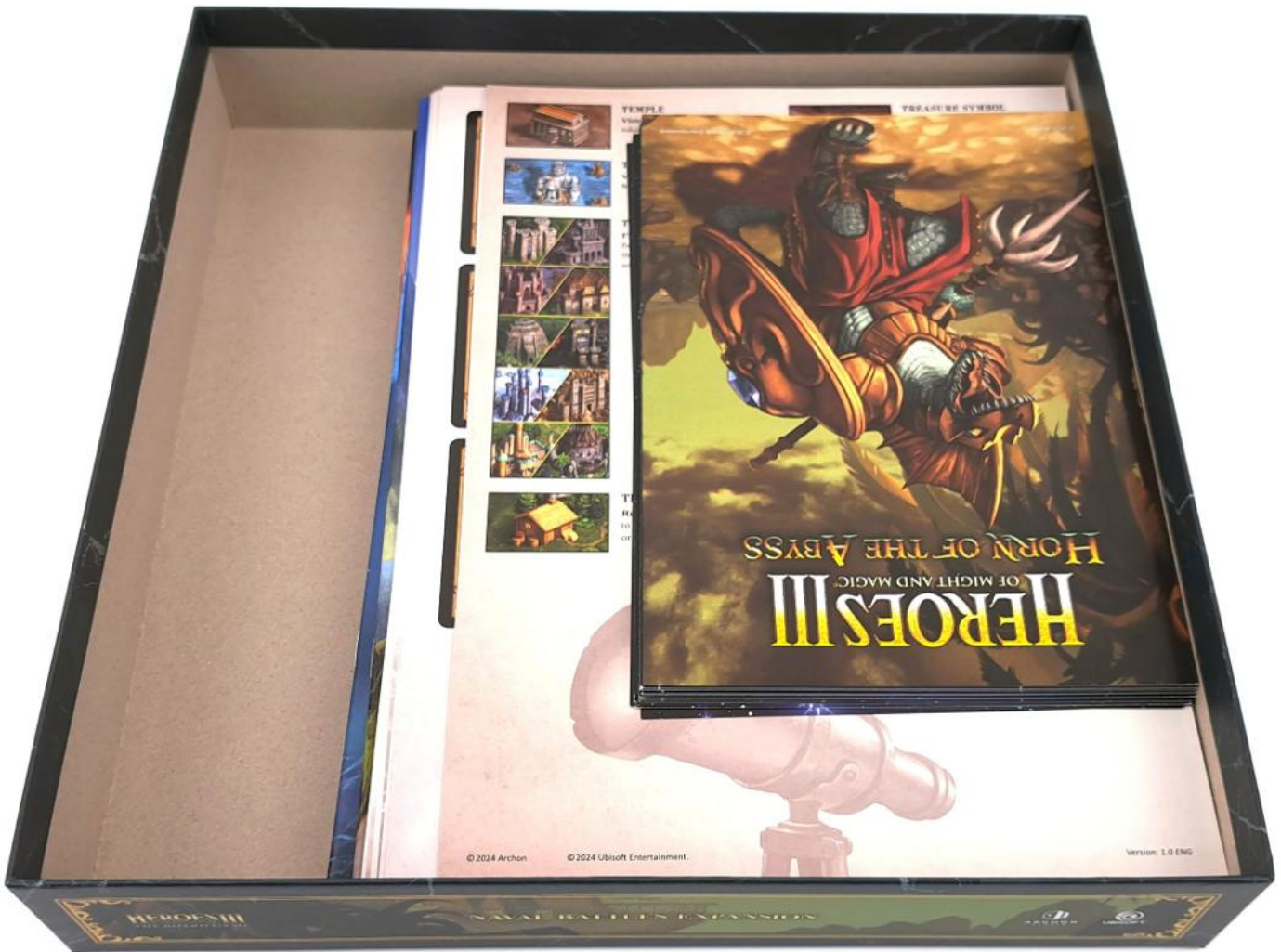




Component Storage 29

Add both Combat Boards and the two remaining Hero Cards.



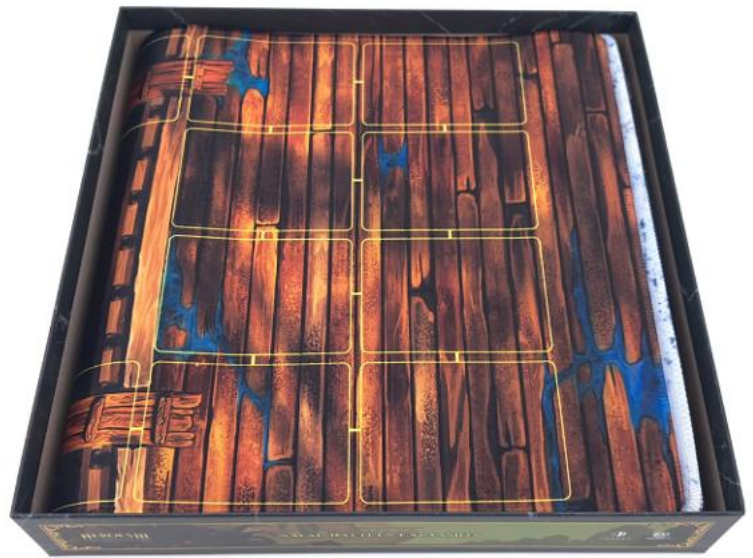


Component Storage 30

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

or write an email to info@tinkeringpaws.de

