

HW rules Mod (1.40) for Heroes 3 games on [HeroesWorld](#), [HDMod](#) based (For versions: SoD / Complete, HotA)

- - does not allow players to break the rules of competitive [HeroesWorld](#) games
- - adds a comfortable setting for online game
- - adds a mirrored patterns
- - [Zip-archive 1.38 version \(~40 Kb\)](#)
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[Official topic on HeroesWorld](#)

Features list:

- + the option to dig Grail is disabled till 2nd month
- + expert necromancy by Isra and Vidomina can be chosen onlyHow does it work - expert necromancy is removed at earlier level-ups from the dialog, so actually you get only one skill to choose.
- + in prisons they also get expert necromancy only as the last skill. so if there is a hero 10th or 20th level, you can use it freely after opening a prison.
- + the art "cloak of the dead king" changes it's ability, and now rises skeletons only
- + it is impossible for neutrals to join
- + using of control magic (dd, tp, fly) is forbidden on M and smaller maps
- + DD is allowed to cast twice on XL+U maps and if hero have exp air. in all other cases DD is allowed only once per day
- + anti hit-n-run
- + at 200% difficulty players start with 2500 gold and 5 ore
- + it is impossible to visit cartographers and hill forts
- + it is impossible to upgrade or recruit the units in castle, which upgrade is forbidden by the

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Written by Evgeny Voronov - Last Updated Saturday, 24 February 2024 01:12

Rules. (compatible with HDmod "fast buy" feature)

+ the upgrade of the building in castle is impossible if the upgrade of the unit is forbidden by the Rules.

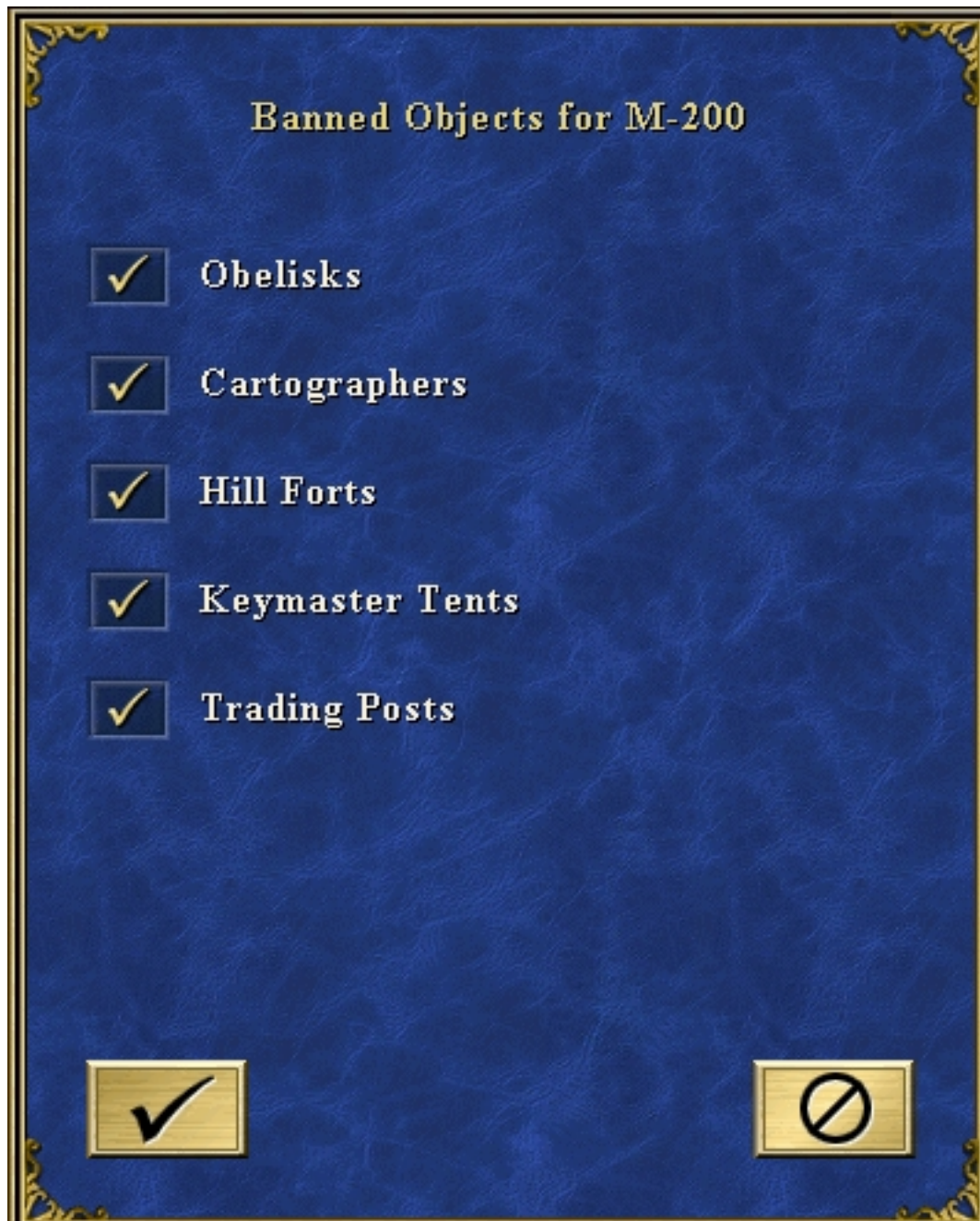
+ it is forbidden to build necro amplifier.

+ restrictions for using 4-5 lvl spell scrolls without mage guild. (for HotA is no restrictions, because of technical issues)

+ HotA compatible

+ [v.1.10] dialog





When only cartographers sometimes some special objects are placed by the random. When only cartographers sometimes some special objects are placed by the random.

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