

# 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 \(~40 Kb\)](#)
- - [Zip-archive 1.40 version \(~40 Kb\)](#)

[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

## Heroes 3: HW rules mod for HeroesWorld games (1.40)

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.

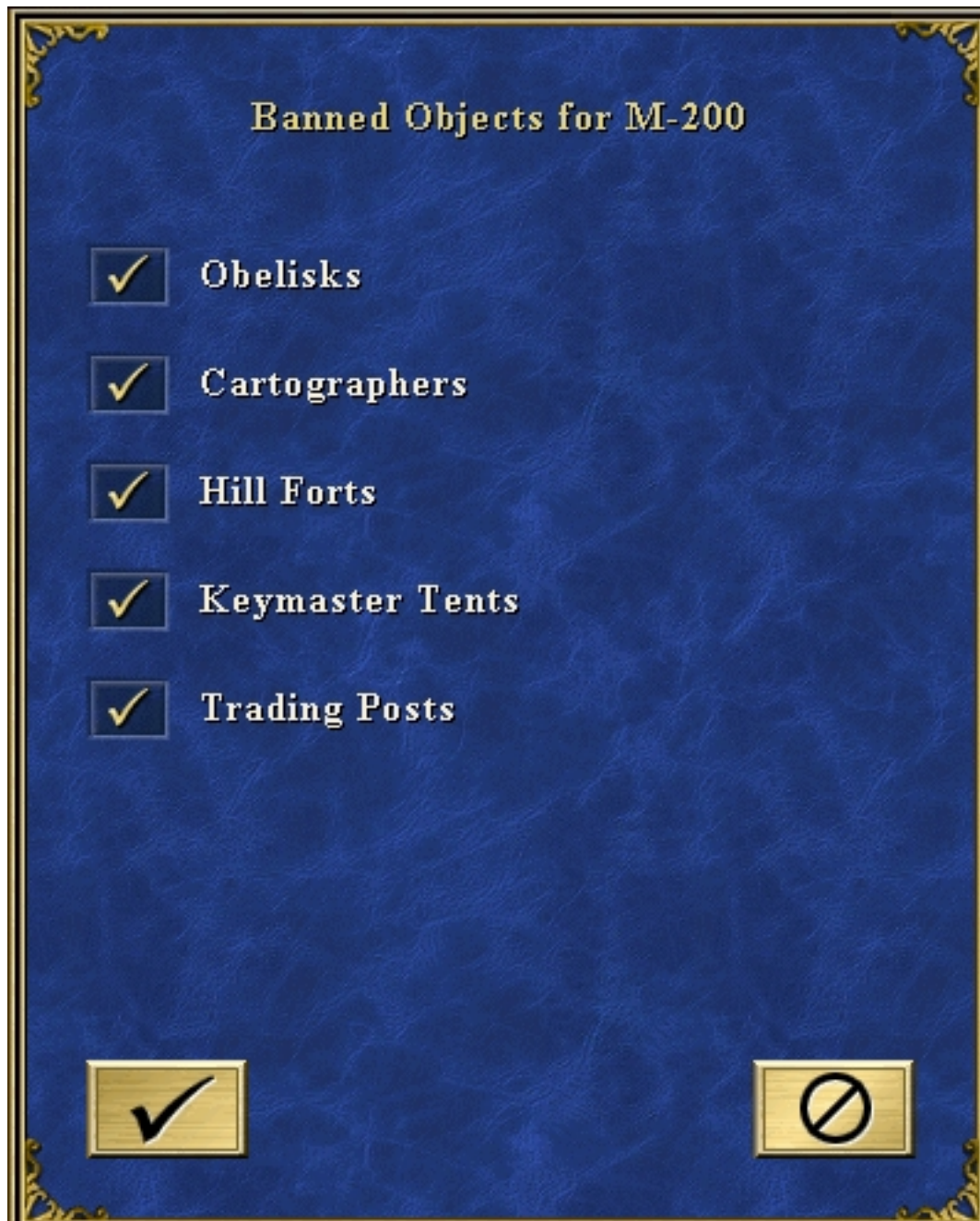
+ it is forbidden to build necro amplifier.

+ 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 are selected, some special objects are placed every 10th map tile randomly. When only Obelisks are selected, some special objects are placed every 10th map tile randomly.

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

