



Core loop -- weekly objectives

Heroes of Might and Magic III: The Restoration of Erathia is a turn-based strategy in which the player controls heroes that command armies of mythic and legendary creatures. These heroes travel across the game world fighting creatures, and collecting loot. This includes resources, which can be used to develop towns, as well as magic artefacts which offer buffs to a hero. Heroes can contest resource posts such as mines, which offer a resource income each turn, and attack other towns. Combat occurs on a hexagonal grid where units move, attack, and cast spells.

https://heroes.thelazy.net/index.php/Main_Page

