

# Combat Heroes 1

## Black Baron

**Black Baron** contains two separate action-packed adventures. One you play by yourself, the other you play with a copy of the twin book, **White Warlord**, and a friend.

### *Solo adventure*

You need: **Black Baron** only

You, **Black Baron**, are imprisoned in the castle dungeons of your arch-enemy **White Warlord**. You must use all your cunning to survive. Beware the Warlord's deadly tricks, solve his mind-boggling riddles, seek out his treasures. You may yet live to avenge your honour!

### *Dual adventure*

You need: **Black Baron**, **White Warlord**, and a friend!

Your feud with the **White Warlord** is legendary. Now the Maze-master of Xenda has challenged you both to fight it out in his combat maze. Sudden death lurks in every shadowy corner of the underground tunnels and you never know when you may come face to face with your opponent. Sharpen your senses and tighten your bow: you must outwit, out-shoot, and out-fight your enemy once and for all. Remember, every successful bout can help you achieve the highest warrior rank of **Combat Hero**.

**Joe Dever** is the creator of the bestselling *Lone Wolf* adventure books and novels. He is also the writer and designer of the *Combat Heroes* books, published in 1986.

**Peter Parr** is the illustrator of the *Combat Heroes* gamebooks. He is now a lecturer at the Arts Institute at Bournemouth, UK.

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### Contributors for Project Aon Editions

This project would have been impossible without the helpful contributions of:

**Simon Osborne** – scanning, graphics editing, OCR, layout, and coordinator of the *Combat Heroes* books for Project Aon.

**Philip Barbier** – for invaluable assistance in contacting illustrator Peter Parr.

**LeRoy McSwain** – for his superb editing skills.

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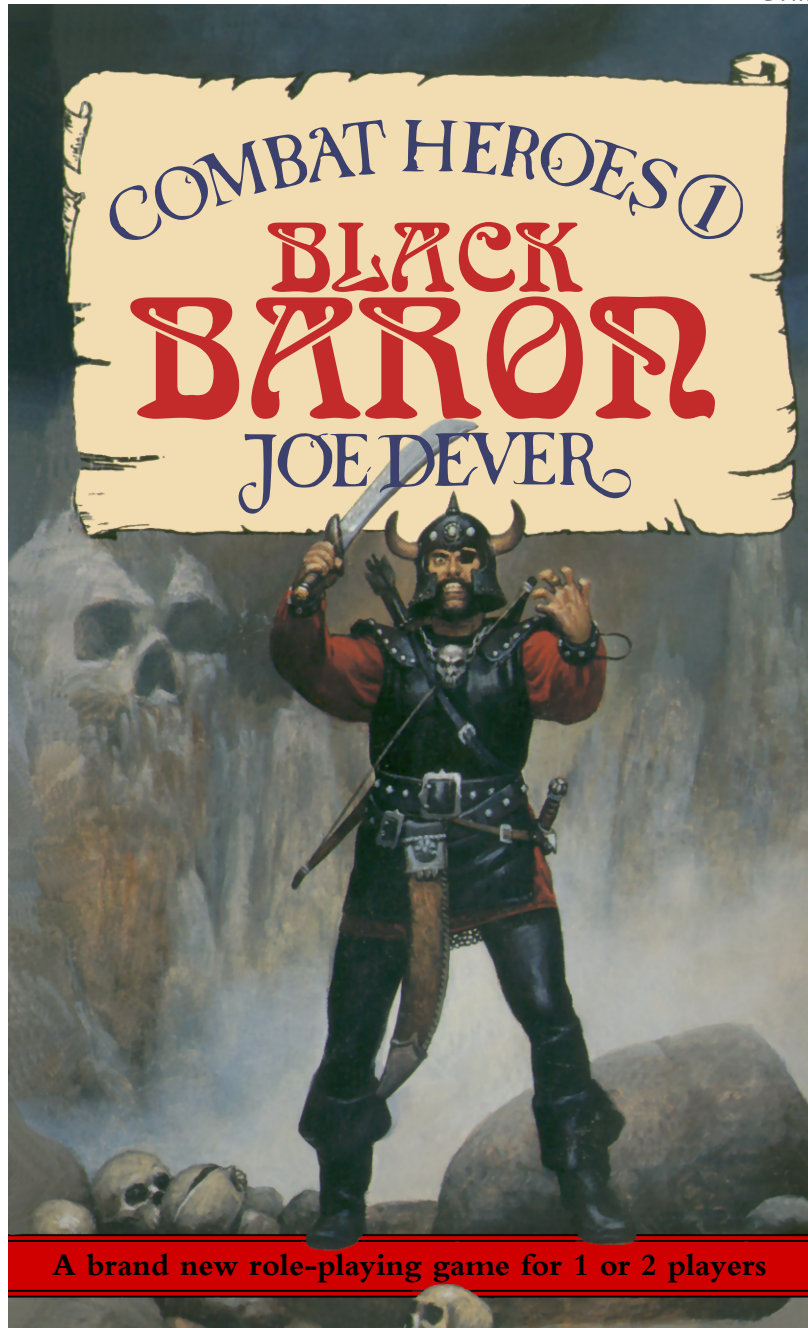
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# COMBAT HEROES BLACK BARON

A brand new adventure game  
for 1 or 2 players

**Joe Dever**

*Illustrated by Peter Parr*



To Jon and Kath

COMBAT HEROES  
BLACK  
BARON

CHARACTER SHEET

COMBAT SKILL

ENDURANCE POINTS

WEAPONS	WEAPON CARRIED IN HAND
AXE	AXE
DAGGER	DAGGER
BOW	BOW
	CHANGE

CHARACTER STATUS

CRITICAL HITS THIS GAME

ARROWS	STARTING PAGES
1 2 3 4 5 6	1, 227, 261

BOW LOADED?

YES / NO

# COMBAT HEROES BLACK BARON

## SOLO SHEET

TREASURE ITEM	TICK WHEN FOUND	DESCRIPTION
GC	✓	GOLD COIN
J		
K		
L		
M		
N		
O		
P		
Q		
R		

## ENDURANCE

30	29	28	27	26	25	24	23	22	21
20	19	18	17	16	15	14	13	12	11
10	9	8	7	6	5	4	3	2	1

## INTRODUCTION

Welcome to COMBAT HEROES, an exciting new development in fantasy gamebook design. Each book in this series contains both a solo adventure, and, when used with its companion book, an action-packed duel for two players.

The rules that follow explain everything you need to know in order to be able to play the two types of game—solo and two-player.

Despite the many new ideas incorporated in COMBAT HEROES, it is easy to learn and exciting to play. It does not require dice and it has no board or playing pieces; all that is required is a pencil, yourself—and sometimes a friend!

## THE STORY OF THE BLACK BARON

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You are the Black Baron of Zorn, a notorious buccaneer whose exploits on the high seas have earned you a fearsome reputation. You are renowned for your daring raids on the ports and strongholds of Kordan, and for your long-standing feud with the master of Castle Whitefire—the White Warlord of Kordan. He has dared to offer a reward to anyone who kills or captures you, and now nowhere except your island fortress of Castle Blackdown, is safe from loathsome bounty hunters.

To the south of your island home, in the great city of Jakor, lives Xenda the Maze-master. Every month he offers the brave the chance to earn fame and fortune in his arena. The spectacle of man-to-man combat attracts vast crowds from all over the continent, and those who emerge triumphant from the Combat Maze of Xenda are honoured as heroes wherever they go.

Your feud with the White Warlord is well-known in Jakor, and it is followed with great interest, especially by Xenda the Maze-master. This month he has issued an open invitation to you and the White Warlord to come to Jakor to settle your feud. He promises a purse of 50,000 gold coins to the victor, the highest sum ever offered in the history of the maze. It is rumoured that the White Warlord has accepted—are you brave enough to take up the challenge?

## THE SOLO GAME

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### Rules

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#### *Background*

After many sleepless nights you finally decide to accept the Maze-master's challenge and make arrangements for the voyage to Jakor. But as you ride to the harbour, accompanied by your escort of Black Guards, you are ambushed and overpowered by a dozen of the White Warlord's henchmen. None of your guards survive the attack and within the hour you find yourself shackled below the deck of a fishing boat sailing on its way to Castle Whitefire.

Your accursed enemy has prepared a special welcome for you. In the dungeons of his fortress he has constructed a 'Kordan Trial', a fiendish maze of corridors containing all manner of deadly tricks and traps. In a self-righteous voice, he sentences you to be placed in the dungeon as trial and punishment for your pirate raids. Few have ever survived a 'Kordan Trial', but you take some comfort in the fact that there is one way to escape. By solving the White Warlord's riddles, avoiding his deadly traps, and by finding all nine of the treasures he has hidden there, you may yet live to avenge the dishonour of your capture in a fight to the death with the White Warlord himself in the combat maze of Jakor.

## Objective

The objective of the solo-game is to escape from the dungeons of Castle Whitefire, with a minimum of personal injury. Any injuries you receive will cause you to lose ENDURANCE.

You begin with an ENDURANCE score of 30. Any losses or gains are recorded on the ENDURANCE grid of your **Solo Sheet** which you will find at the front of this book. If ever your ENDURANCE should fall to zero, then you are dead and the game is over.

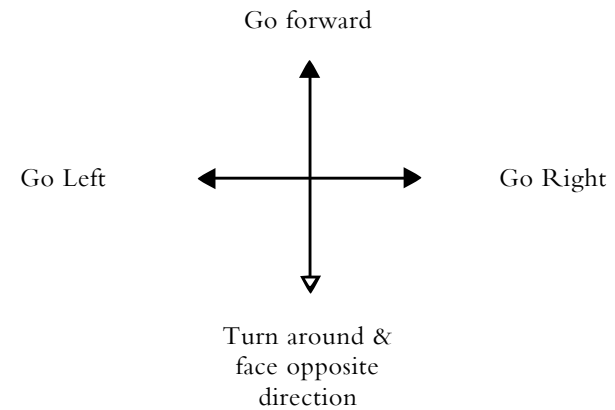
In order to escape, you must find and keep nine treasure items hidden in nine different locations throughout the dungeon. (These items are indicated on your **Solo Sheet** by the initials 'J' to 'R'.) When you discover a treasure item, put a tick by its initial and write its description in the space provided on your **Solo Sheet**.

Your armour and weapons are confiscated before you enter the dungeon. Your only possession is a tiny Gold Coin. This is a key that will open one of the nine treasure locations. You will find one treasure at each location, and each treasure provides the key to opening another location and taking the treasure from it.

At every location you will also find a riddle. Each riddle is a clue to the one correct treasure item which provides the key to the location. When you discover the exit from the dungeon, you will be asked to show one of the treasure items. Unless you possess the correct treasure item you will be unable to make your escape.

## How to Play

You begin the solo game on **page 3**. Below your page view of the dungeon is a cross and at three of its four points there is a number. In order to move, simply choose in which direction you wish to go and then turn to the page indicated.



If a number appears that is prefixed by the letter 'Y', then *this is not a page number*: it is a Special Information number. Turn to the **Special Information Entries** listed at the end of the book and refer to the appropriate 'Y' number as directed. You will then be given special information about your present view of the dungeon.

In order to preserve the vital element of surprise and suspense, it is essential that you read only those entries which you are instructed to, and no others.

If no number appears at one or more points of the cross, then movement in that direction is not possible.

## *How to Survive*

To escape from the dungeons of Castle Whitefire is a difficult task and it may take you several attempts to accomplish it successfully. You will need to draw a map of the dungeon showing every turn of the passages, the position of traps, and the locations of the treasures if you are going to find all the treasures and escape. You will also need to make a note of all the riddles that appear at each location to refer back to, so that you know which treasure is needed as the key to each location.

The dungeon corridors and the treasure locations contain many deadly traps, all designed to reduce your ENDURANCE. Some corridor traps will only be set off if you approach them from one direction, and some location traps will only operate if you attempt to open them using the wrong treasure item.

Good luck!

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# THE TWO-PLAYER GAME

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## Rules

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**In order for two players to play COMBAT HEROES, they must each possess one of the two companion books in the series. Each companion book represents the game as seen from the viewpoint of the character whose name appears on the cover. In order for you to be able to play the two-player game, your opponent must possess the companion book to the one you are now holding, which is entitled: WHITE WARLORD.**

## *Objective*

The objective of the *standard* two-player game is to kill or capture your opponent. Winning in either of these ways will increase your COMBAT SKILL and ENDURANCE scores, enabling you to rise through the warrior ranks so that one day you may become a COMBAT HERO.

Alternatively, players can raise the stakes of combat by electing to fight a duel to the death. You may gain more points this way but you also risk the ignominy of total annihilation!

## *Background*

After a stormy sea voyage you arrive in the great city of Jakor to be greeted by an excited crowd, many of whom have waited for days to catch a glimpse of the infamous Black Baron of Zorn. You disembark and immediately find yourself surrounded by an ocean of bodies. Cheers and curses fill your ears as the almond-eyed Jakorese press forward on all sides. It is a widely-held belief that great fortune befalls any who touch a Maze-fighter on the eve of combat. Soon the crush becomes unbearable and you are beginning to fear for your life when the timely arrival of the Maze-master and his bodyguards saves you from the frenzied crowd.

‘Welcome to Jakor,’ says Xenda. ‘I have arranged for you to spend the night at one of my most comfortable taverns. Should you require anything, simply ask and it will be brought to you. Only the best is good enough for a warrior of your calibre.’

You are awoken shortly before dawn by the resonant sound of a large brass gong. You get dressed and step out onto the balcony of your room, which overlooks the harbour of Jakor. Through the early morning gloom, you see hundreds of people making their way towards a fortress-like building perched on the peak of the city’s highest hill—it is the Maze of Xenda.

Shortly after breakfast, two sombre-faced guards come to escort you to the Maze. You are met at the south gatehouse by Xenda.

‘Everything is ready,’ he says, enthusiastically. ‘Your opponent awaits you!’

You are led through a stone archway and along a dingy corridor where the air is thick with smoke and burning tallow. Eventually you arrive at what appears to be a dead end. Xenda and his bodyguards bid you good luck and turn to leave as a portal of stone slowly opens in the wall ahead. You pause to check your weapons before stepping through the portal into the maze beyond. The duel has begun . . .

## *The Character Sheet*

Before the game can begin, each player must create his character by completing the **Character Sheet** on page 3. This sheet records the progress of your character as you play, and hopefully survive, each game of COMBAT HEROES. If at any time your character is killed, his **Character Sheet** should be discarded and you must begin afresh with a new character. Permission is given to photocopy the **Character Sheet** for personal use.

### **COMBAT SKILL**

All characters begin the game with a basic COMBAT SKILL of 16.

### **ENDURANCE**

All characters begin the game with a basic ENDURANCE of 30.

### **Weapons**

Put a ring around those which you possess at the start of the game. If a weapon is destroyed or lost during the course of a game, cross it off the list.



### Weapon carried in hand

Put a ring around the weapon which your character is holding at the beginning of every game round. If you are in the process of changing weapons, then *Change* should be circled.

### Character Status

You begin the game with the status of *Warlord*. (See section *The COMBAT HEROES Campaign* for details.)

### Critical Hits this game

Record the details of any Critical Hits you may sustain during the game in this section of your **Character Sheet**.

### Arrows

You begin the game with six arrows. Tick off one arrow every time you fire your bow.

### Bow Loaded? Yes/No

It takes one complete game round to load a bow. Use this section to record your loaded/unloaded status at the beginning of each game round.

### Starting Pages

To begin play, you may start on any of the following pages: **1, 227, 261.**

## Order of Play













Each game is played in game rounds, and within each game round there are a number of actions that take place. Each action must be completed in the correct order before players move on to the next. Actions occur simultaneously for both players, unless stated otherwise.

### *Order of Actions Within a Game Round*

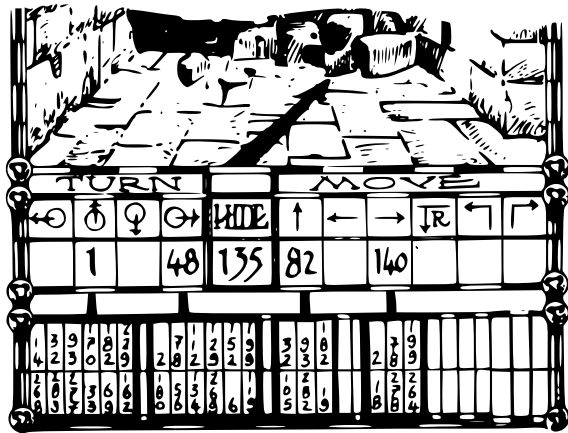
1. Movement
2. Missile Fire
3. Close Combat

## Actions

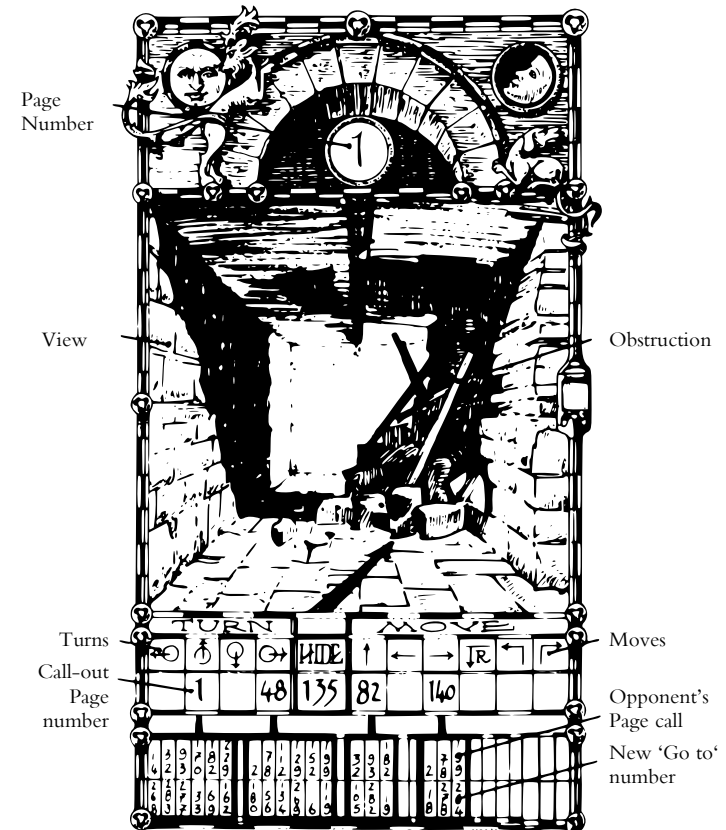
### *Movement*

1. Each player picks a TURN or MOVE from those shown in the grid below the view. TURNS are denoted by the symbols:     and represent the player *turning* to face a new direction as indicated by the arrow point. MOVES are denoted by the symbols:         and represent the player *moving* to a new location, as indicated by the arrow point.
2. Only TURNS or MOVES that show a page number beneath them can be chosen. If no page number is listed beneath a TURN or a MOVE, then it cannot be chosen.
3. Players now call out to their opponent the page number that appears beneath their chosen MOVE or TURN.

- If there is a grid of numbers directly below your chosen MOVE or TURN, look along the *top row* to see if your opponent's page number is listed there. If it is there, turn immediately to the page number indicated directly below it on the *bottom row*.



- If your opponent's page number appears in the top row of numbers, the new page that you have been instructed to turn to will feature your opponent somewhere on that page.
- If there is no grid of numbers below your chosen MOVE or TURN, or if your opponent's page number does not appear among the numbers in the top row of the grid, then simply turn to the page number as indicated below your chosen MOVE or TURN.



TURNS		MOVES	
⊕	Remain stationary— facing same direction	↑	Move forward
↶	Turn to face left	←	Turn and move left
↷	Turn to face right	→	Turn and move right
⊙	Turn around to face opposite direction	↵	Retreat facing same direction
		↙	Move forward and turn left
		↘	Move forward and turn right

## Missile Fire

### When can you fire your bow?

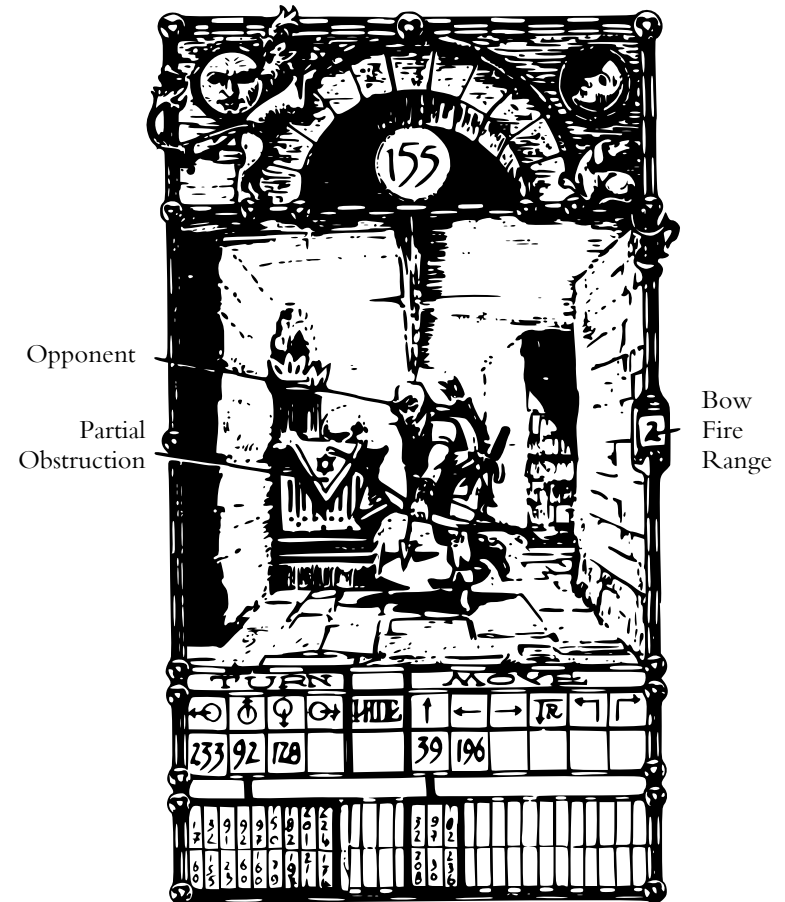
Players may choose to fire their bows at their opponent if all of the following occur:

1. Their opponent appears somewhere on their page view.
2. They possess at least one arrow and their bow is loaded.
3. They are not involved in Close Combat (denoted by crossed-swords symbol at the top left-hand corner of the page view).
4. They are not prevented from firing due to a Critical Hit.

### Hit or Miss?

The procedure for determining whether you hit or miss your opponent is as follows:

1. On a count of three, both players call out a number between one and ten.
2. These numbers are added together to determine the Bow Number.
3. The firer consults the **Bow Fire Grid** on page 178.
4. Finding the Bow Number on the left-hand side of the grid, the firer cross-references it with his current COMBAT SKILL score along the top of the grid.
5. The firer now consults the **Shot Modifiers** listed below the grid and makes the necessary adjustments as directed. The range of the shot is denoted by a number that appears at the right-hand side of the page view.
6. The resulting letter or number indicates the success or failure of your bow fire.



### Who shoots first?

In situations where both players choose to fire at each other, the player with the highest COMBAT SKILL rating (after all situation factors have been taken into account) will be the one who fires first. The effects of his shot are calculated and take place before his opponent can return fire. The effects of his shot may prevent his opponent returning fire that round.

If both players have identical combat skill ratings, firing and its effects are simultaneous.

### Loading Bows

It takes one complete game round to load a bow. During this round the character must remain stationary (Ⓢ), and cannot MOVE or TURN.

Once a bow is loaded, the character may then MOVE or TURN as he chooses.

Whenever an arrow is fired it must be erased from your *Character Sheet*.

Only one arrow may be fired by a player in any game round.

### Changing carried weapons

A 'carried' weapon is one that a character is holding in his hands as indicated in the 'Weapon carried in hand' section of the *Character Sheet*. To change a carried weapon, e.g. to swap a bow for a sword, or an axe for a bow, takes one complete game round. The character is free to MOVE or TURN as he wishes, but in any round in which carried weapons are being changed, the character is considered to be unarmed.

As soon as a character is seen by his opponent at a Bow Range of 2 or less, he must declare, when asked, the type of weapon he is carrying.

### Dropping carried weapons

A player may choose to 'drop' a carried weapon in order to draw another weapon in the same game round. If a carried weapon is so dropped, it must be erased from the player's *Character Sheet*. If a player decides to drop a carried weapon, he must inform his opponent.

Once a weapon has been dropped it may be picked up by either character. To do so, the character must occupy the same page location as the dropped weapon for one complete game round, during which time he cannot move, turn, fire a bow, or engage in Close Combat.

### Close Combat

In order to engage in Close Combat, both players must be on close combat pages. Close Combat pages are denoted by a crossed-swords emblem in the top left-hand corner of the page view.

The procedure for Close Combat is as follows:

1. Firstly, determine who is the attacker and who is the defender in the first action. The attacker is primarily the player whose move this round has brought him into Close Combat with his opponent. If both players move simultaneously into Close Combat, the attacker in the first action is the character with the highest

Denotes  
Close  
Combat  
Page



COMBAT SKILL score. Players who move simultaneously into Close Combat and have identical COMBAT SKILL scores should refer to point 9.

2. The attacker calls out a number at random, between one and ten, and refers to the attacker's column of his **Combat Grid**.
3. The defender calls out another number at random, between one and ten, and the attacker cross-references it on his chart. The resulting number *is doubled*, and this represents the loss of ENDURANCE sustained by the defender in the first combat action only.
4. The defender alters his ENDURANCE accordingly.
5. If the defender chooses to retaliate, he now becomes the attacker. The combat sequence is repeated as outlined in 2, 3, and 4.
6. Players can attempt to break off combat at the beginning of the next game round, either by retreating (↖) or by turning and moving to one side (↵ / ↗).
7. Players are limited to one attack each per game round.
8. Any losses of COMBAT SKILL, due to wounds received prior to Close Combat, are to be taken into consideration when determining which player is to be the attacker and which the defender in the first round. The following conditions apply to the COMBAT SKILLS of both players involved in Close Combat:

Weapon carried in hand  
is a bow: -6 COMBAT SKILL

Weapon carried in hand  
is a dagger: -4 COMBAT SKILL

No carried weapon  
(unarmed): -8 COMBAT SKILL

Unaware of opponent in  
last game round: -4 COMBAT SKILL

Victim of Close Combat  
Ambush: -4 COMBAT SKILL

For every quarter of  
character's basic  
ENDURANCE score lost  
so far: -2 COMBAT SKILL

9. If both character's combat skill scores are identical, both combat actions are considered to be simultaneous. In this case, the attacker in the first combat action has no advantage at all and the defender's ENDURANCE loss is not doubled.
10. Close Combat situations can arise when two players collide whilst turning a corner of the dungeon. If you collide with your opponent you should follow the Close Combat procedure in the normal way.

## Critical Hits

If during the course of Close Combat or Missile Fire a ★ is found on the **Combat Grid** or **Bow Fire Grid**, then the wound inflicted on the defender is a Critical Hit. Determine the specific nature of the wound as follows:

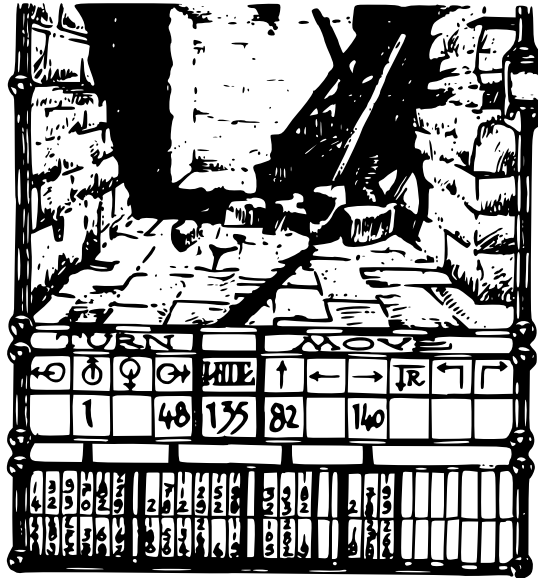
1. On a count of three both players call out a number between one and ten.
2. These numbers are added together to determine the Critical Hit Number.
3. The defender consults the appropriate *Critical Hit Chart*. (There are separate *Critical Hit Charts* for **Close Combat** and **Bow Fire** on pages 176 and 177 respectively.)
4. Find the Critical Hit Number on the chart. The effect of the wound will be listed next to it.
5. The defender adjusts his **Character Sheet** accordingly.

If at any time a character's ENDURANCE score is reduced to zero, he is dead and his opponent wins the game.

## Hiding

On certain pages, a character may hide behind a feature of the dungeon corridor. If such an action is possible, a number will appear in the 'hide' box of that particular page, together with an arrow which indicates the location of the hiding place.





If a player chooses to hide, the procedure is as follows:

1. Turn to the page number indicated in the 'hide' box.
2. The new page shows the view which you see from your hiding place.
3. In order to stay hidden, simply call out the number of this same page at the beginning of each game round.
4. If your opponent calls a page number that appears in the 'Enemy's Call' grid, look at the page that appears directly beneath it in the 'Check page' grid. This will show you your opponent's position without giving away your hiding place.



5. If your opponent calls out the page number that appears in the 'Ambush on' box, you can launch a Close Combat Ambush by declaring 'Ambush' and turning to the 'Turn to' page number indicated.

*IMPORTANT! When ambushing an opponent in this way, you must inform him of the new page number he must go to. This page number appears next to the 'Ambush on' number on your hidden page view.*

The resultant combat of this ambush is conducted under the normal rules of Close Combat.

6. If your opponent is facing you head on and you can, and wish to, fire at him with your bow, the procedure is as follows:
  - i) Declare your intention to fire at him and call out the page number indicated in the 'Stand up' box of your hidden page view.
  - ii) Now turn to that page number.
  - iii) Upon hearing your page number called, your opponent should locate it in the grid of numbers that appear below his stationary turn (♂) page number.
  - iv) He should now turn to the page number indicated directly below it.
7. Bow fire is calculated in the normal way except that a character firing whilst in hiding always fires first. If a character being fired upon can and wishes to return fire, his opponent is considered to be obscured by an obstruction. (See **Shot Modifiers** on the **Bow Fire Grid**.)
8. A hidden character can leave his hiding place either by choosing to 'Stand up' or 'Turn around', and turning to the respective page numbers shown.

## Ambushing

Ambushing your opponent is one of the most effective forms of attack in the combat heroes two-player duel. It takes three forms:

1. Missile Ambush—side view
2. Missile Ambush—rear view
3. Close Combat Ambush



Enemy presenting a side view



Enemy presenting rear view

### Missile Ambush—Side View

1. If you end your movement action on a page where you can see a side view of your opponent, he will be unable to see you.
2. If you are carrying a loaded bow, you may now, if you wish, launch a missile ambush.
3. Show your current page to your opponent to prove that your attack is possible.
4. Calculate the effect of your bow-fire in the normal way but, due to the nature of your attack, your opponent cannot return fire in the same game round.

### Missile Ambush—Rear View

1. If you end your movement action on a page where you can see a rear view of your opponent, he will be unable to see you.
2. If you are carrying a loaded bow you may now, if you wish, launch a missile ambush, in which case follow the procedure outlined in *Missile Ambush—Side View*, from section 3 onwards.

### Close Combat Ambush

This is by far the most effective form of ambush. If you end your movement action on a page where you can see either a side view or a rear view of your opponent at bow range 1, you can attempt to stalk up on him and launch a Close Combat Ambush in the next game round. Do not declare to your opponent that you can see him for he will be unaware of your current position.

The procedure for a Close Combat Ambush is as follows:

1. Pick a move that will bring you into contact with your opponent should he remain where you can see him at present, and call out the paragraph number accordingly.
2. If your opponent's page call number appears on the grid below your move, your attempt at stalking up on him has been unsuccessful in this game round. Go to the new page number indicated as you would in a normal game round.
3. If your opponent's page call number does not appear on the grid, then you have launched a successful Close Combat Ambush.

*IMPORTANT! Do not turn to your new page number.*

Instead, show your current page to your opponent to prove that your Close Combat Ambush is possible and then conduct combat as per the rules covering normal close combat.

4. In the following game round, players choose their moves from the page they were on prior to fighting the Close Combat Ambush.

*Note:* When conducting a Close Combat Ambush, it is advisable to use your detachable **Character Sheet** as a bookmark in order to keep a note of the page where you were prior to Close Combat.

## *Capture and Surrender*

Players can choose to surrender to their opponent at any stage of the game. Many players find this preferable to continuing a game in which their character's ENDURANCE has been reduced to a dangerously low level, for it enables a character to survive and keep any bonuses he may have gained in previous games.

Players can elect to try to capture their opponents rather than killing them and thereby gain extra COMBAT SKILL bonus points. The procedure for capture is as follows:

1. Capture can only be attempted from a successful Close Combat Ambush.
2. Before combat begins, the attacking player declares his intention to capture his opponent.
3. Combat proceeds in the normal way except that the ENDURANCE lost by the defender in the first round of combat is **tripled**. Should his ENDURANCE score fall to zero or below, he is declared to have been captured by his opponent. In this instance, the reduction of his character's ENDURANCE to zero does not signify death, it simply means that he has been overpowered and can no longer offer any effective resistance to capture.
4. Only characters who capture opponents gain bonuses for captured weapons. No bonuses are gained for weapons if an opponent chooses to surrender.

## Finishing the Game

The game is over as soon as one player is killed, captured, or chooses to surrender. The surviving or capturing player is then declared the winner of the game. Both players, if both have survived, restore their character's COMBAT SKILL and ENDURANCE scores to their original level prior to the game commencing. They then receive the following bonuses and penalties to their scores:

	COMBAT	
	SKILL	ENDURANCE
Killing your opponent in a duel to the death	+4	+4
Killing an opponent	+2	+2
Capturing an opponent	+3	+2
For every opponent's weapon captured	+1	0
For every weapon lost or destroyed	-1	0
Surrendering to an opponent	-2	0
Over 50% of original ENDURANCE lost during the game	-1	-2
Using all your arrows	-1	0
For every Critical Hit sustained	-1	-2
For every point of COMBAT SKILL lost due to wounds	0	-1

## The Combat Heroes Campaign

Two-player COMBAT HEROES is ideally suited to campaign play where players fight several games in order to increase their original COMBAT SKILL and ENDURANCE scores.

The following table is a guide to the status each character attains as, during the course of successful games, he builds his reputation for combat prowess:

COMBAT SKILL of Character (in points)	Character's Status
0-5	Retainer
6-10	Fighter
11-15	Warrior
16	Warlord
17-19	Warrior Lord
20-22	Veteran
23-25	Knight
26-28	Champion
29-32	Guardian
33-35	Hero
36+	COMBAT HERO











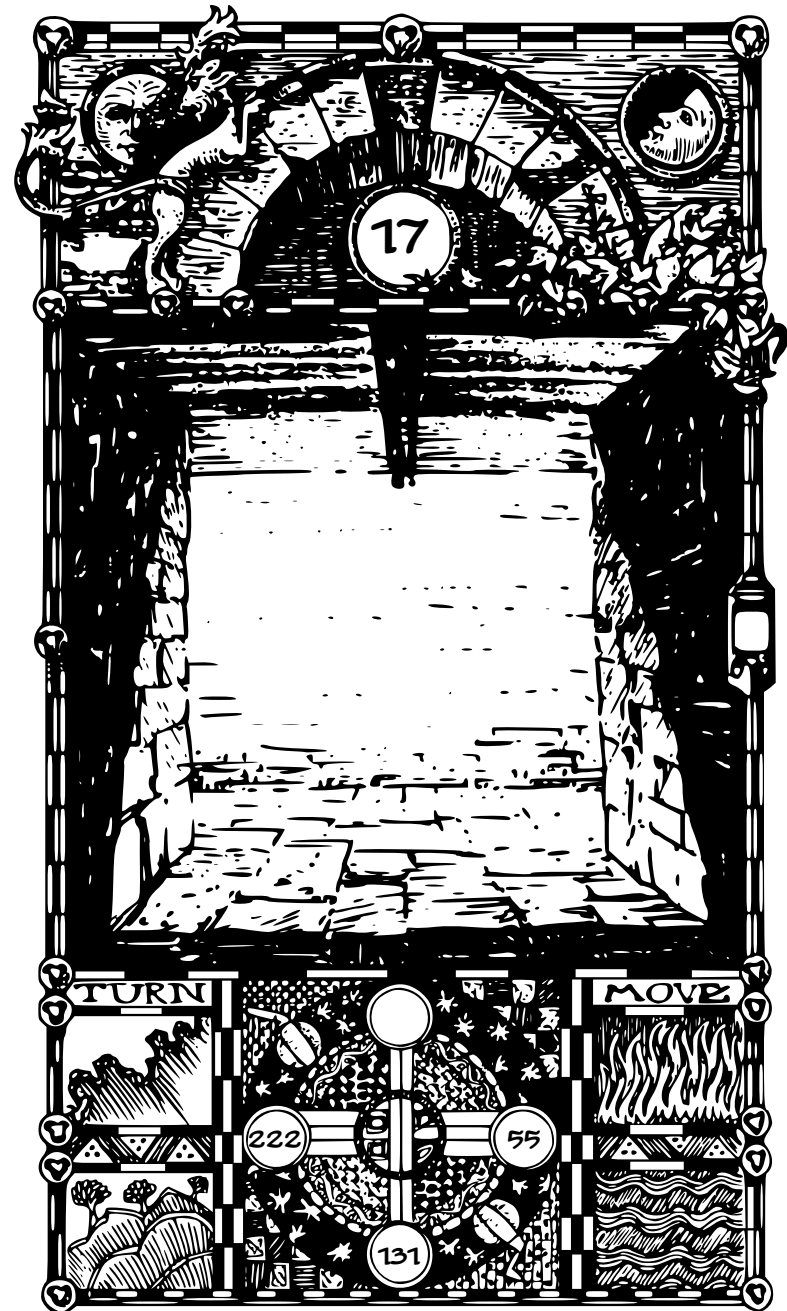






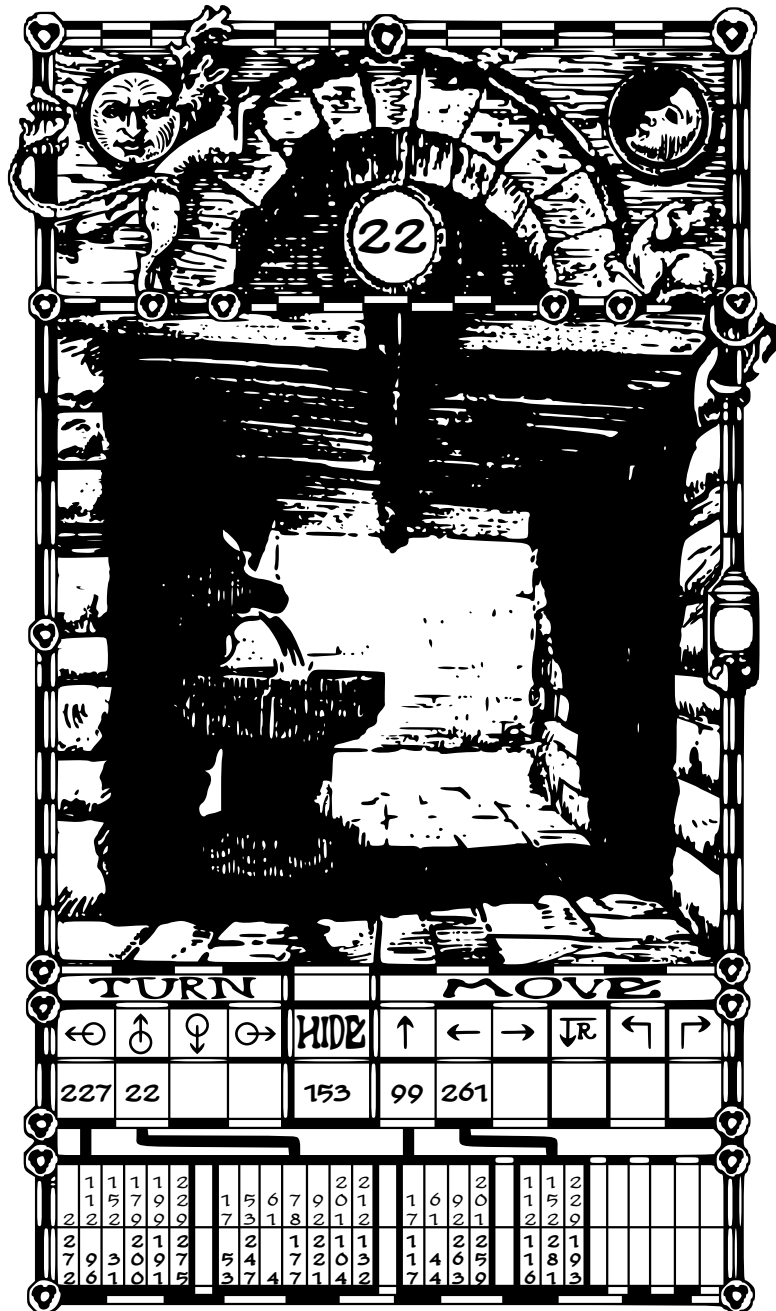


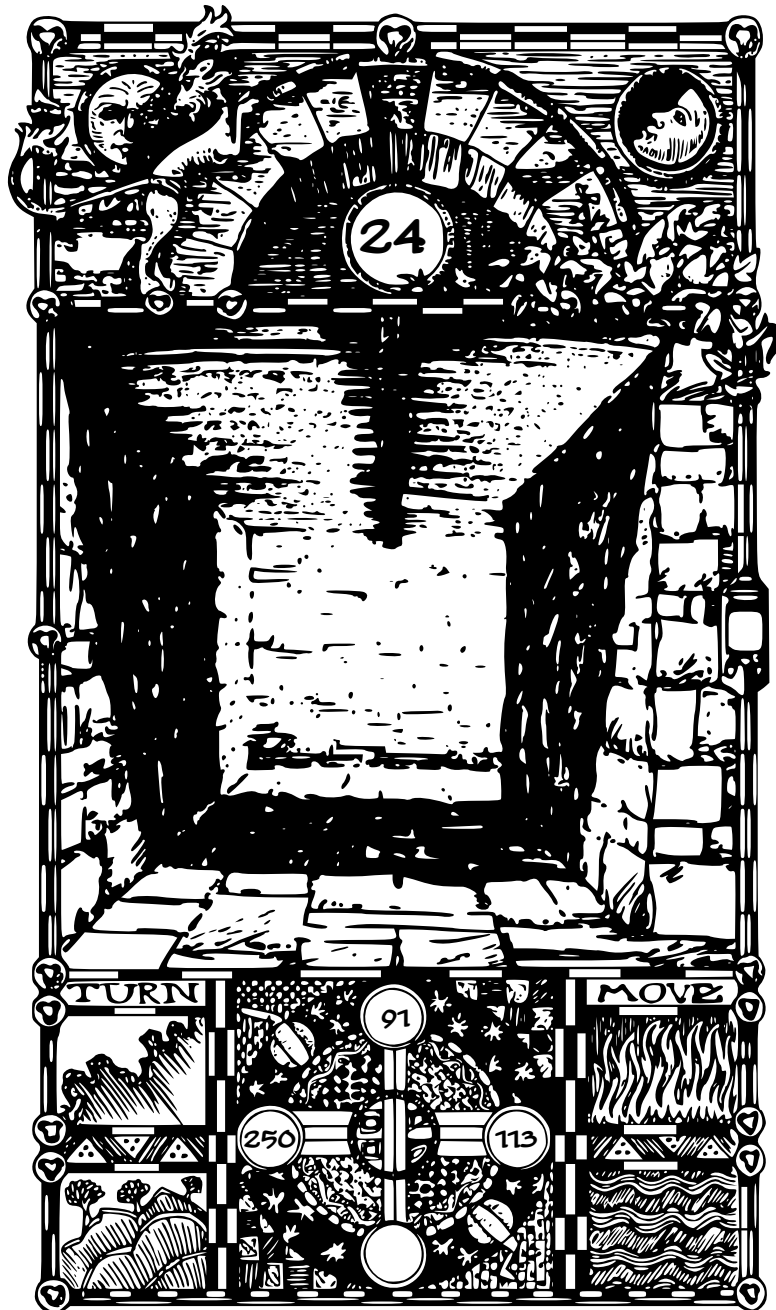




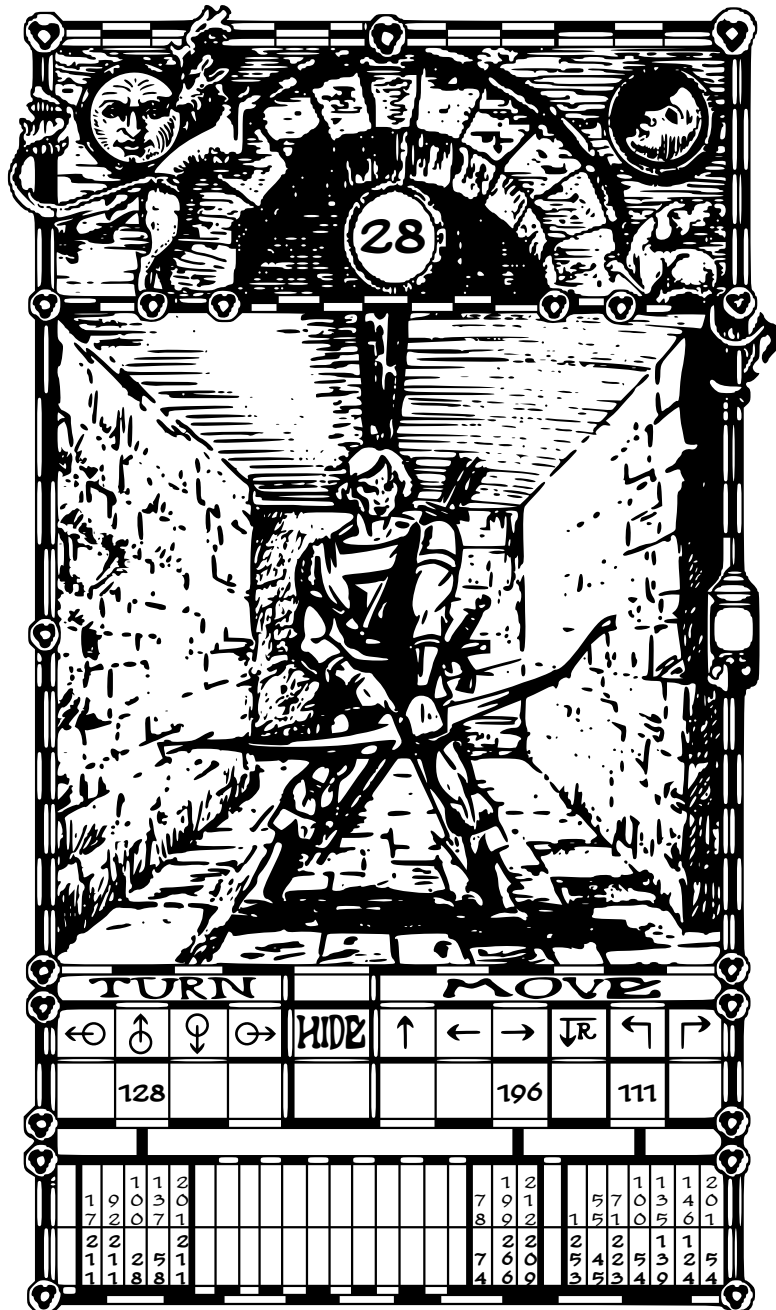












29

In issue 9 of *Warlock* magazine, Joe Dever is quoted as making the following clarification:

“With regards to the ‘missing pages’ in *White Warlord* and *Black Baron*, there are none, although some confusion has arisen because the pages do not run sequentially. This came about, not by design, but due to the necessities of production. I had originally intended for there to be 285 picture views and designed the solo and two-player games accordingly. However, to keep the final price of the books below £ 2.50, and in order to achieve an even number of what are called signatures (blocks of pages) in both books the publishers ‘asked’ me to trim down the solo games by seven picture views.

“I obliged, but soon discovered that to close up the gaps numerically would have had a horrendous ‘knock-on’ effect. *Combat Heroes* is a number-based game system; to change just one of the numbers would have necessitated a rewrite of the entire game-system and delayed the release of the books by several weeks. A notice was to appear in the books to explain this modification, but unfortunately it was omitted.

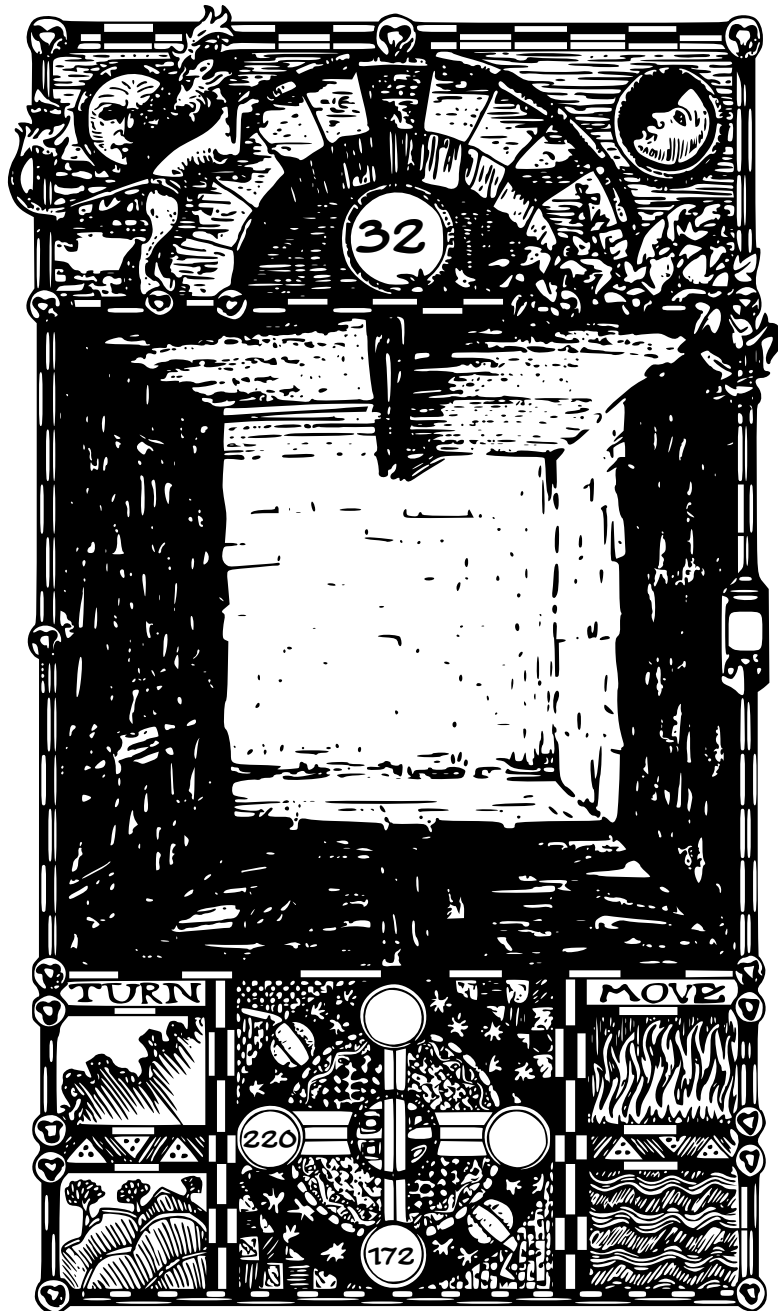
“To clarify, the following picture views do not appear in the *Combat Heroes 1* books:

“*White Warlord*: Picture-views 95, 143, 151, 162, 169, 189, 222

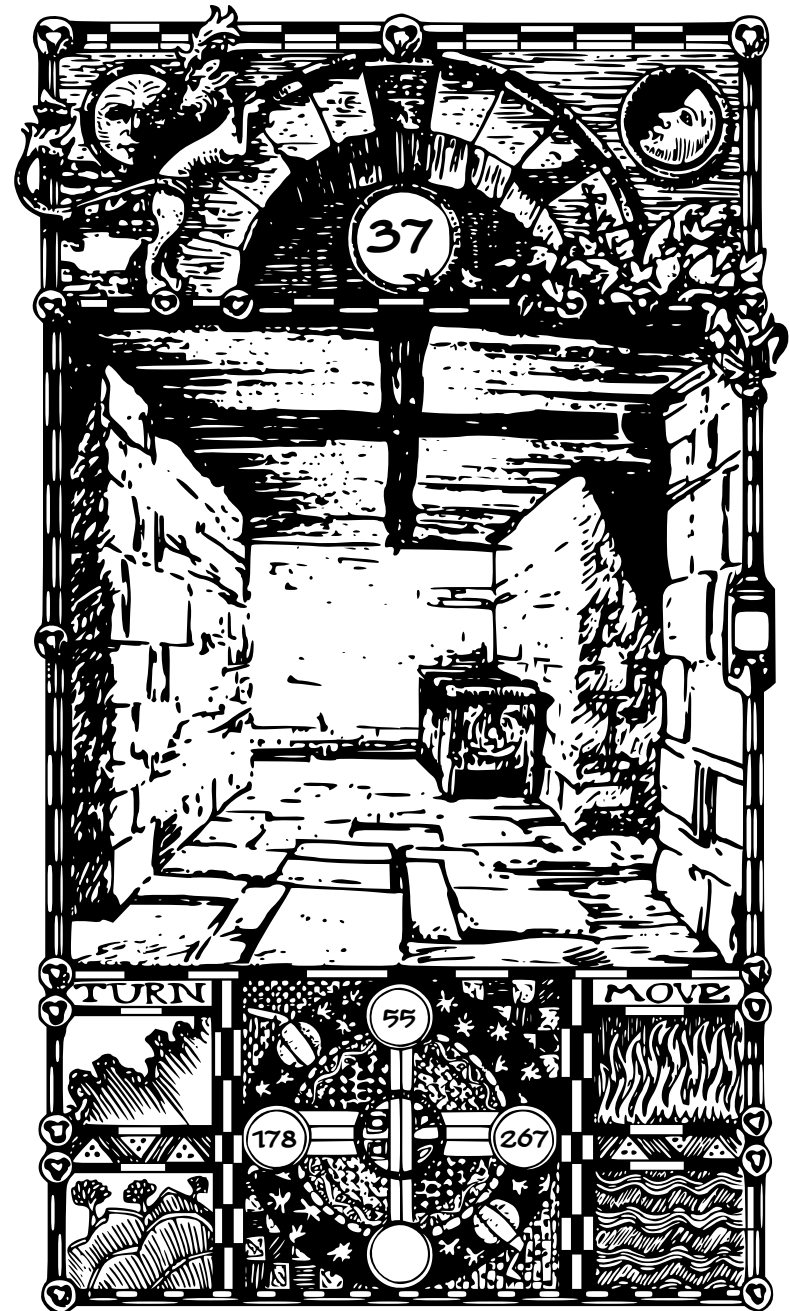
“*Black Baron*: Picture-views 29, 115, 127, 147, 189, 232, 249”

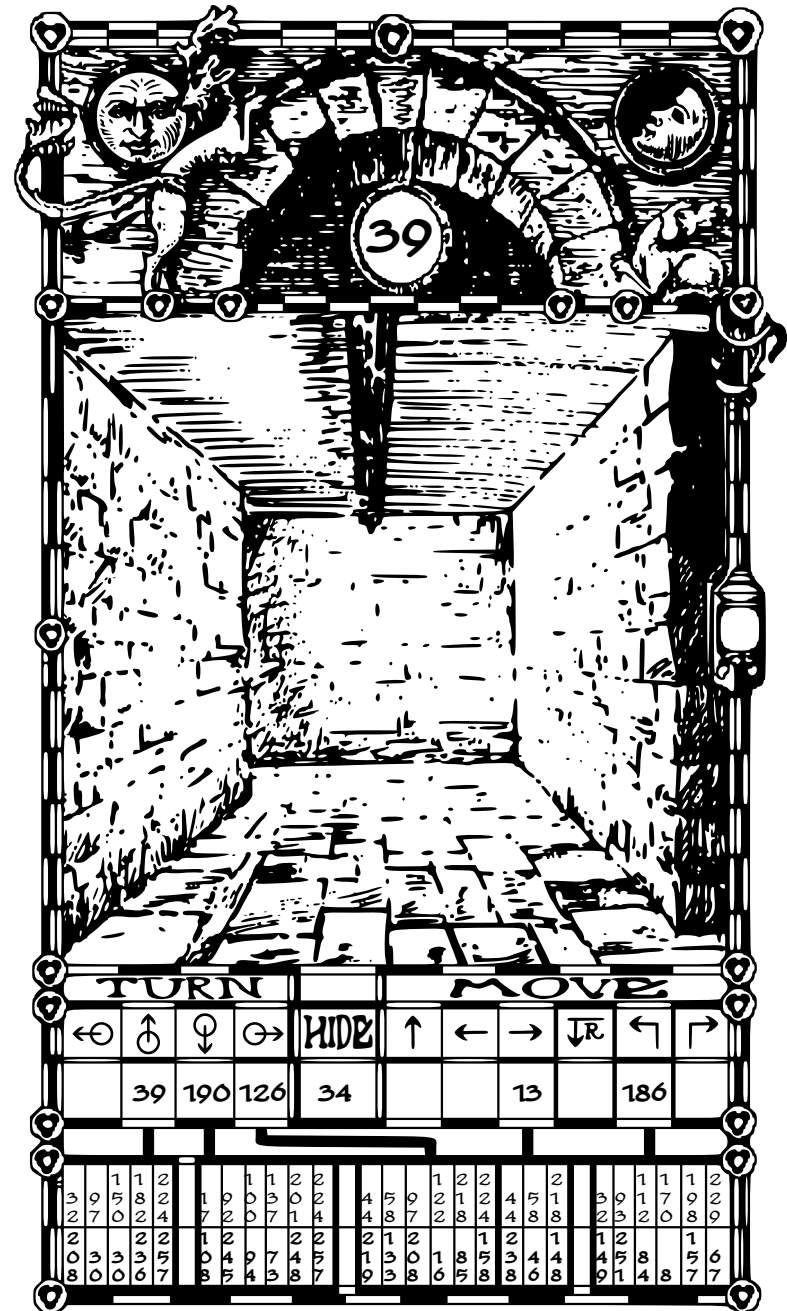


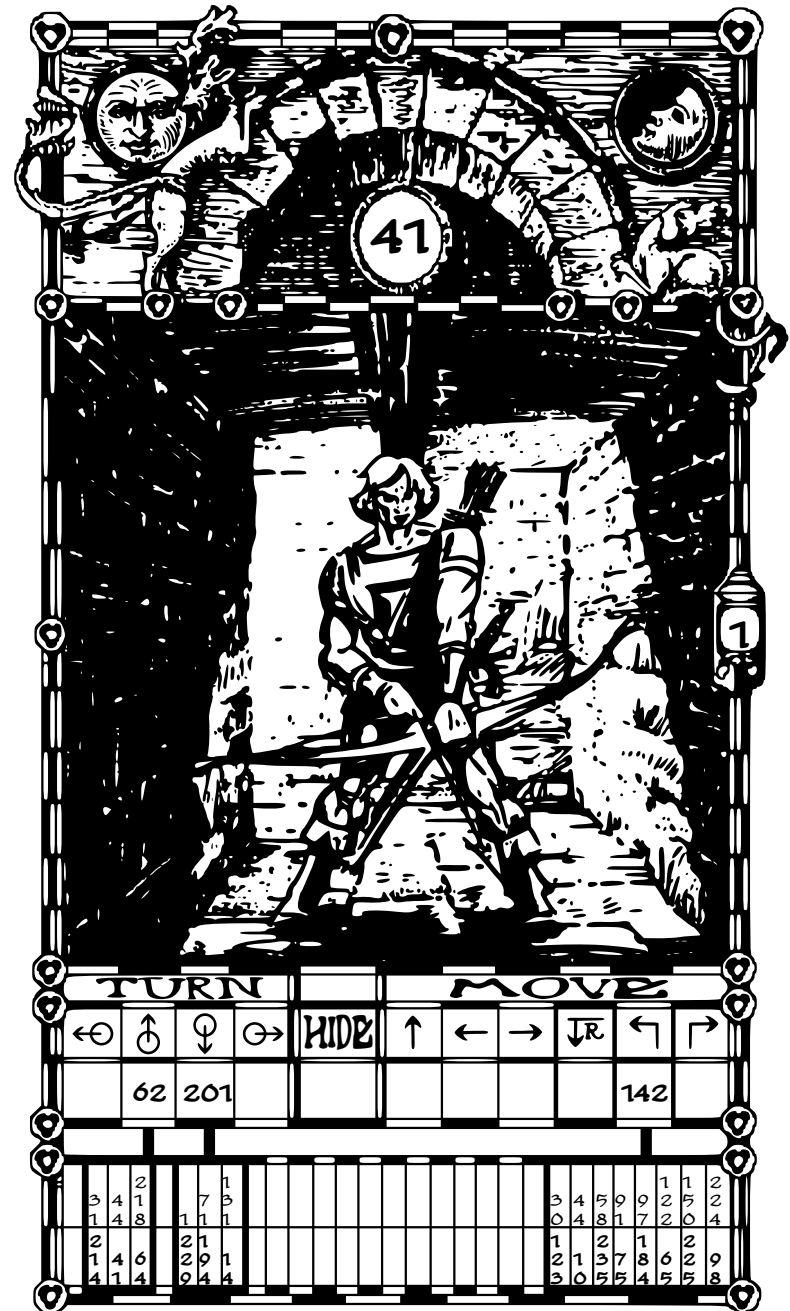








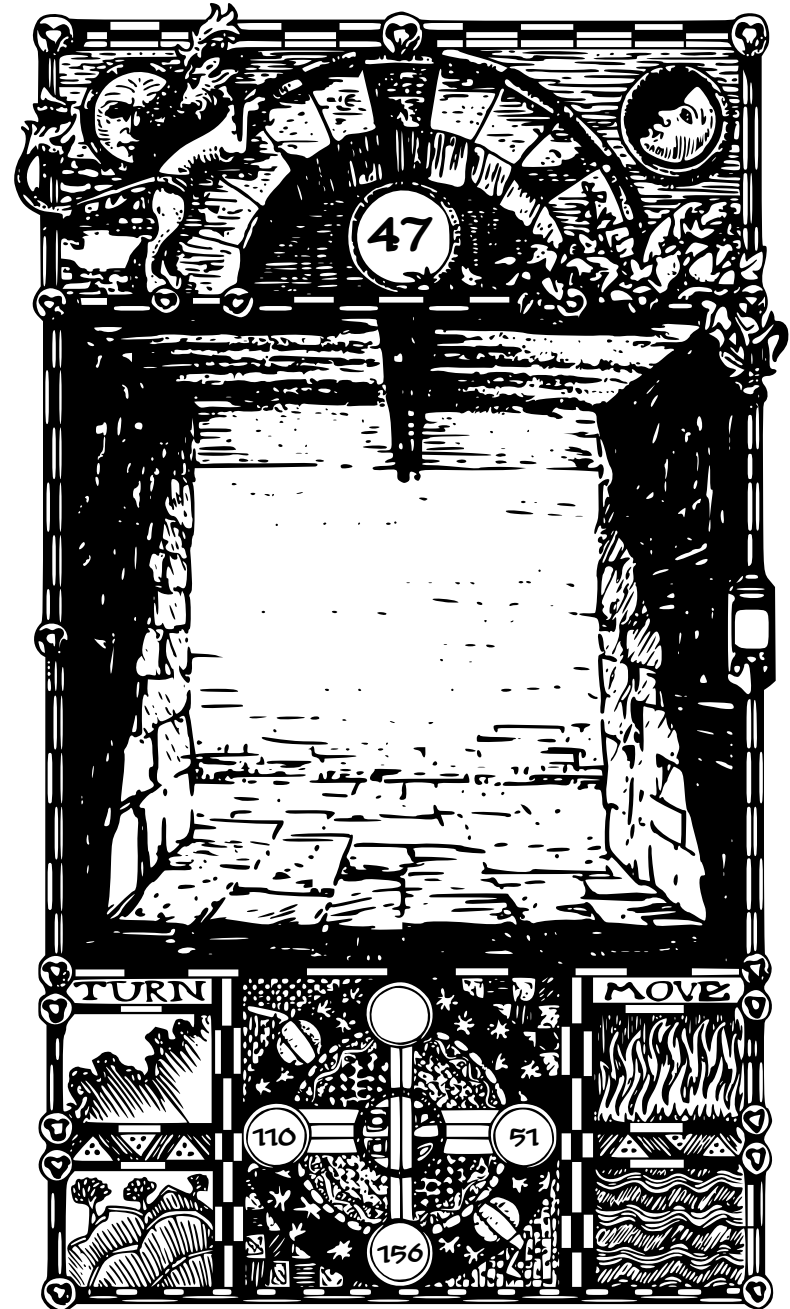


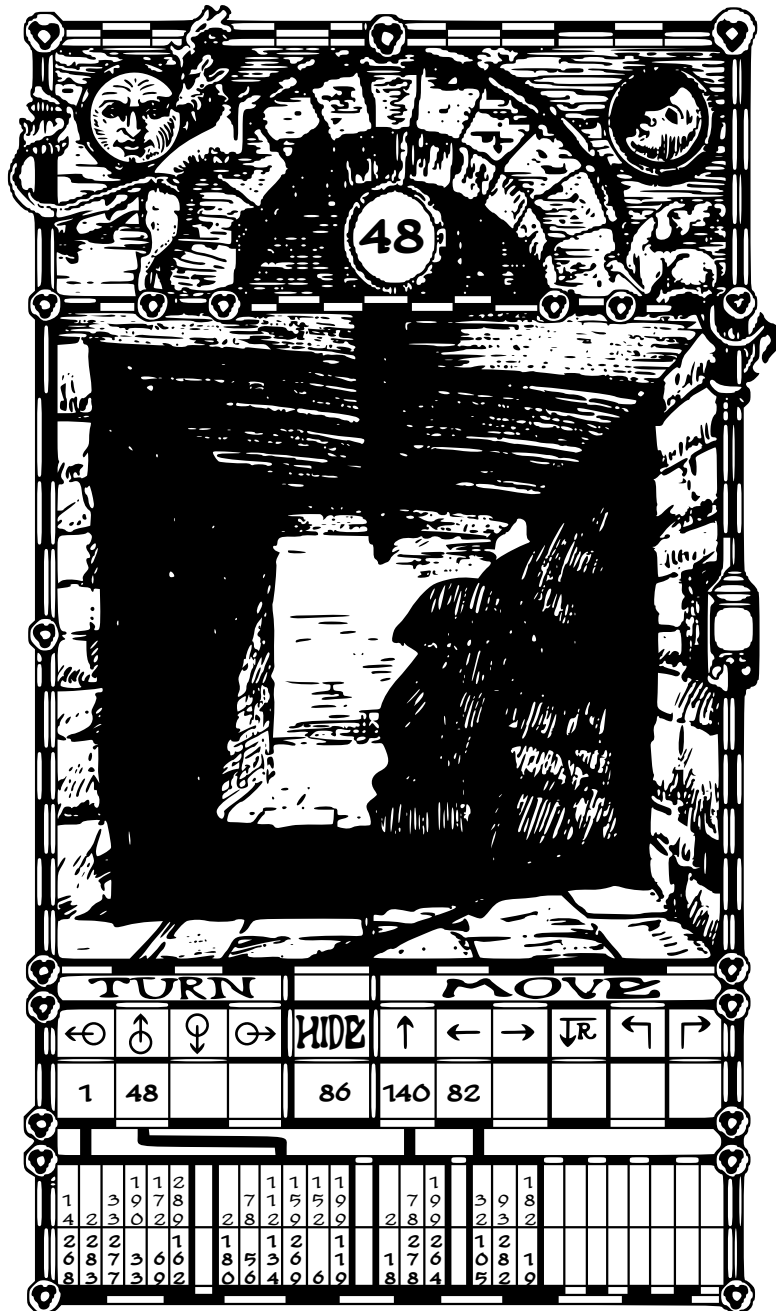










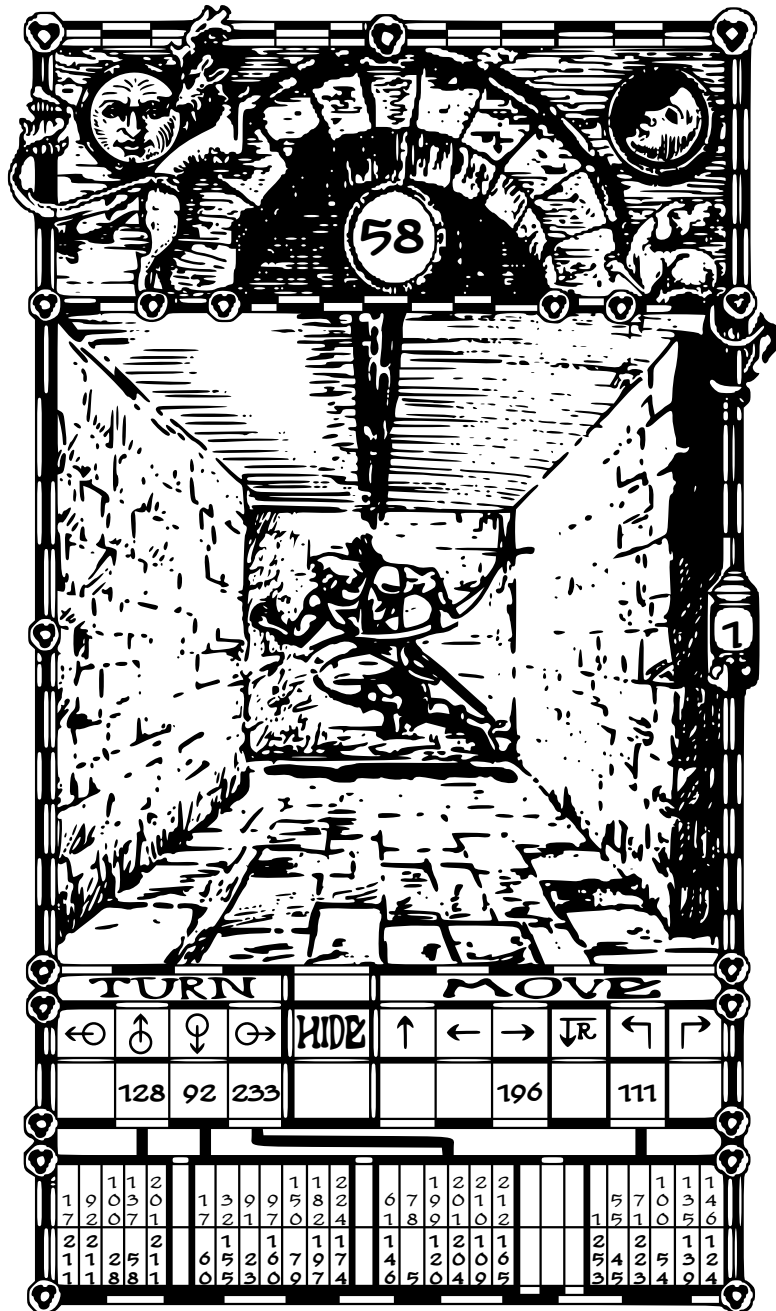






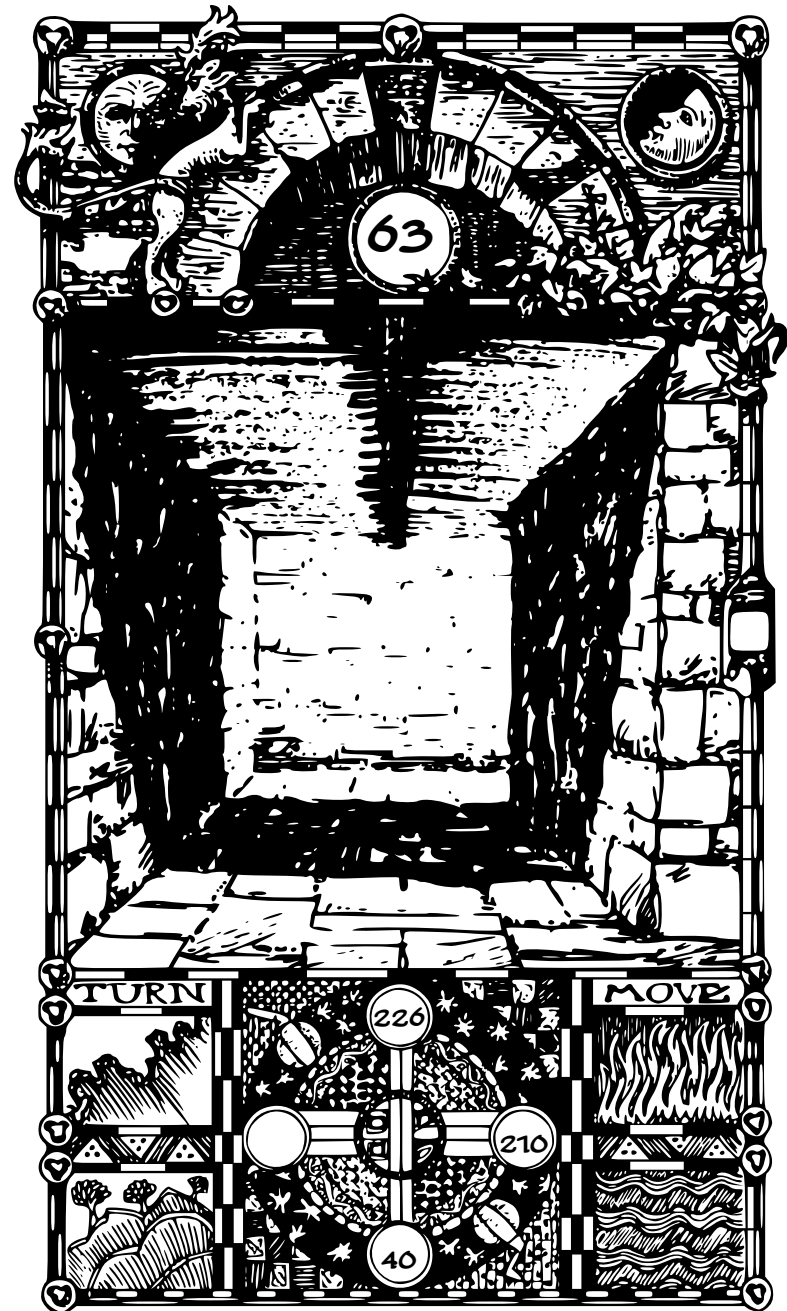
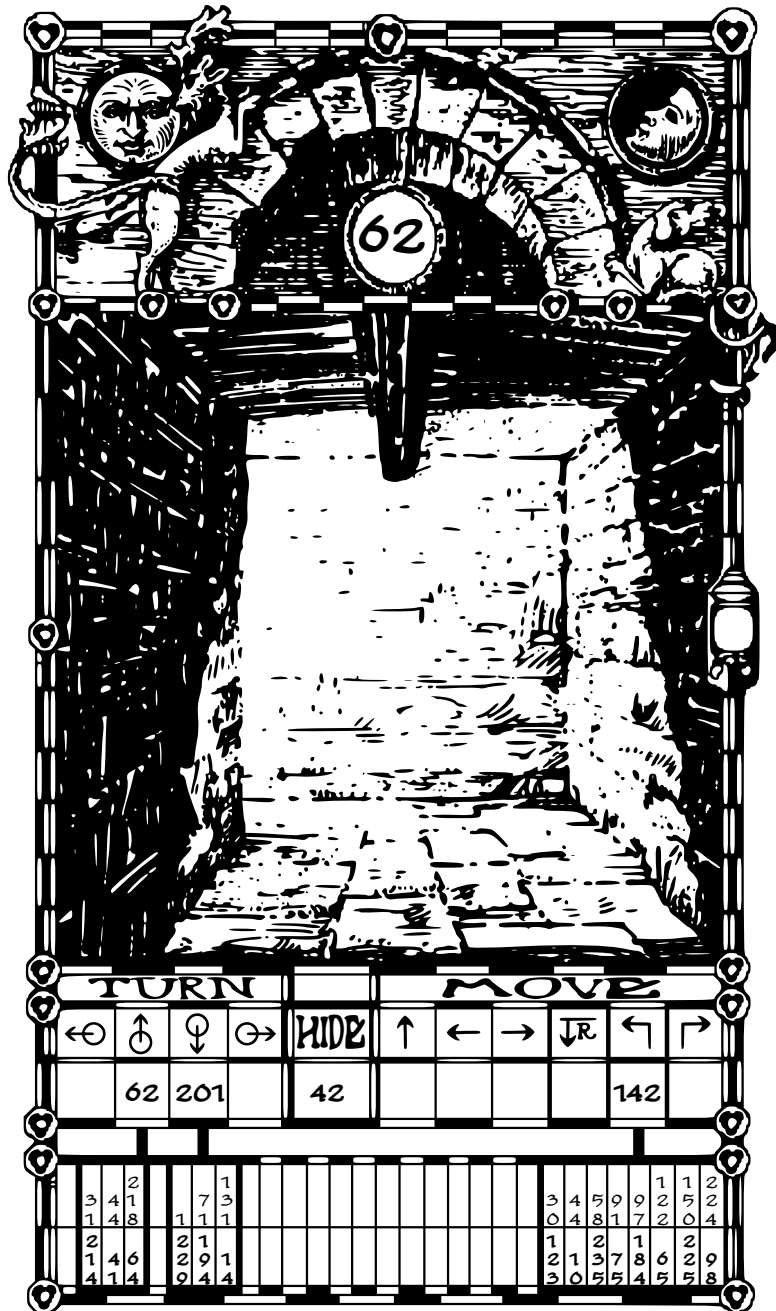




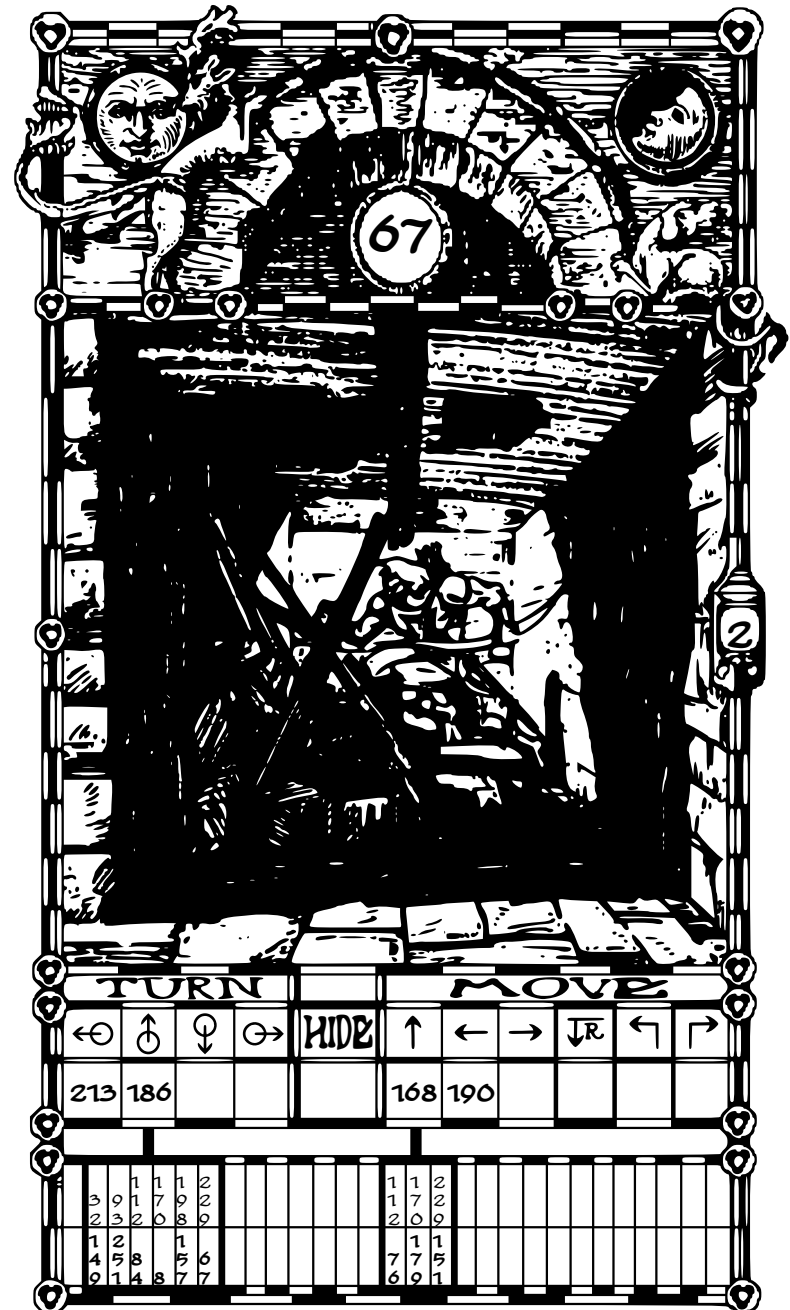


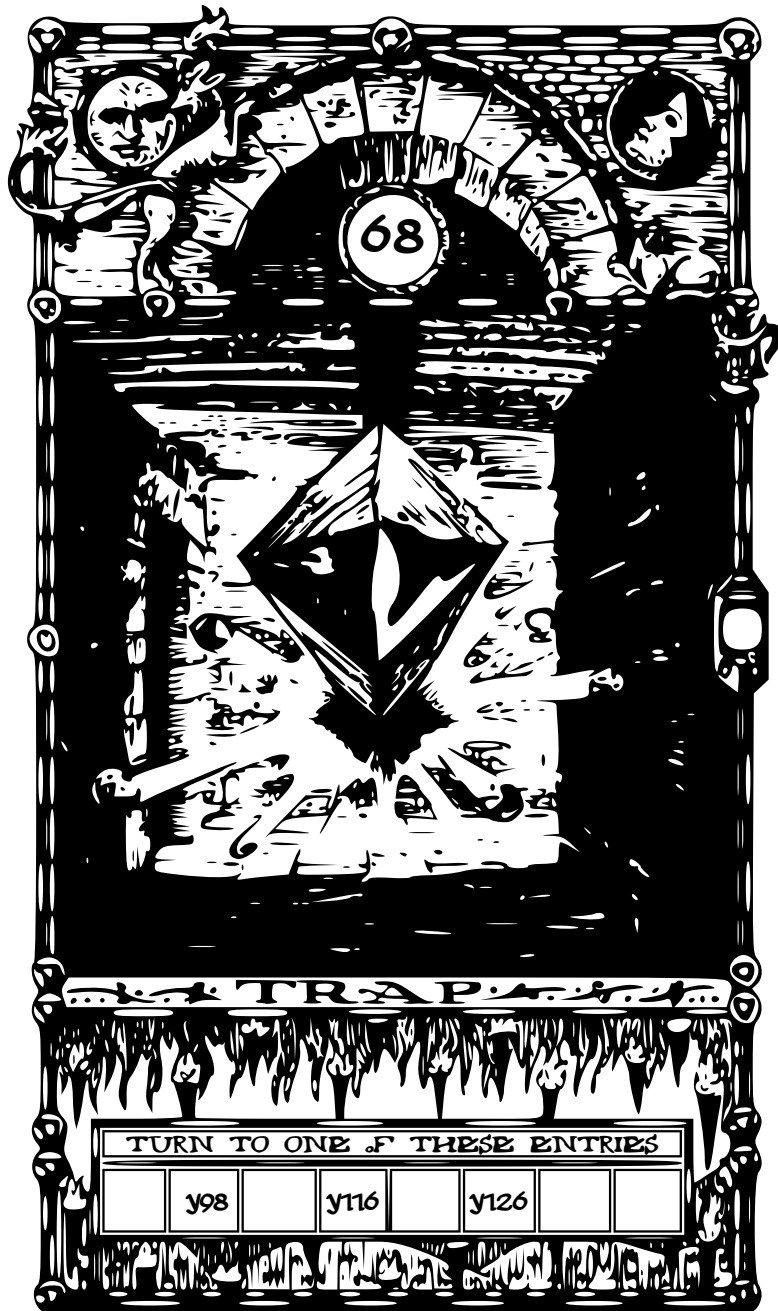




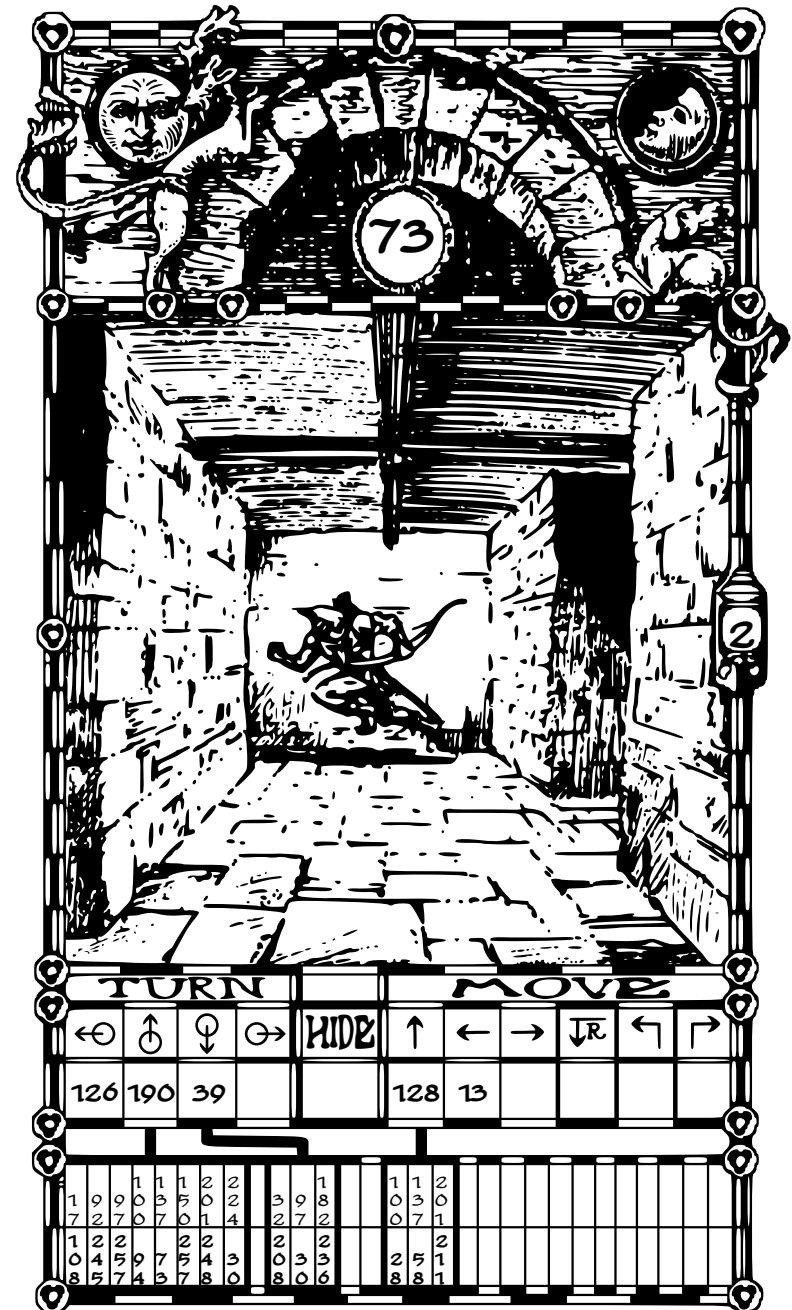




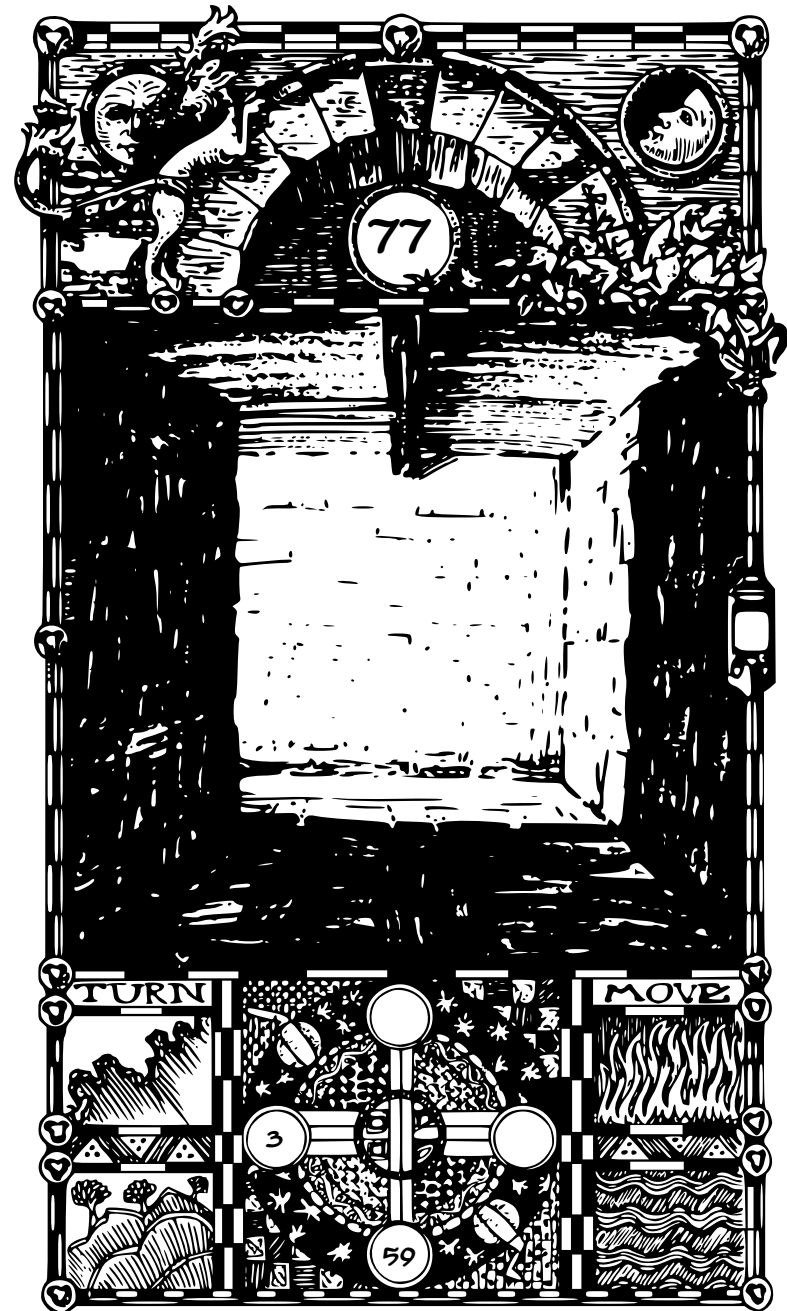






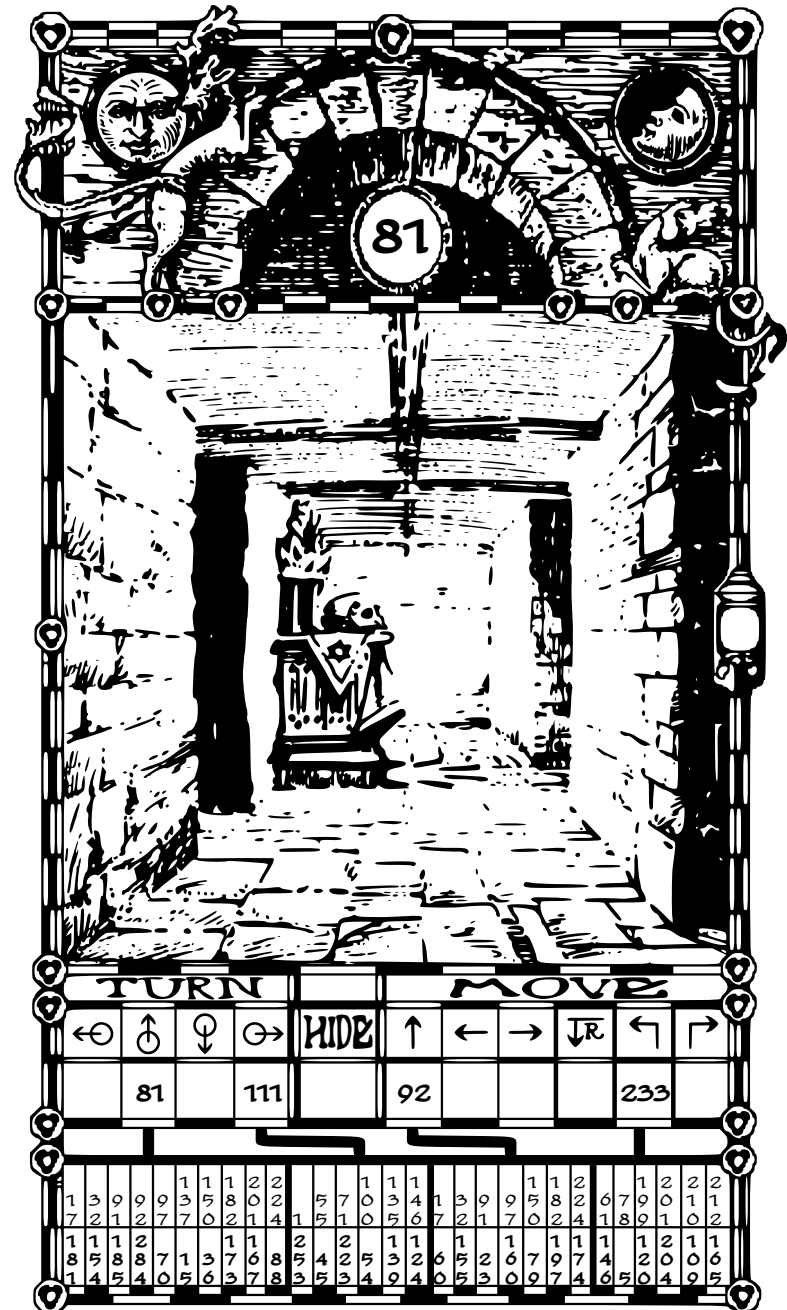














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TURN				MOVE					
⊖	♂	♀	⊕	HIDE	↑	←	→	↙	↘
213	186				168	190			

3	9	1	1	2						1	1	2							
2	3	2	0	8						2	0	8							
1	2	5	8	1						7	7	1							
4	5	8	8	7						6	9	1							
9	1	4	7	7															

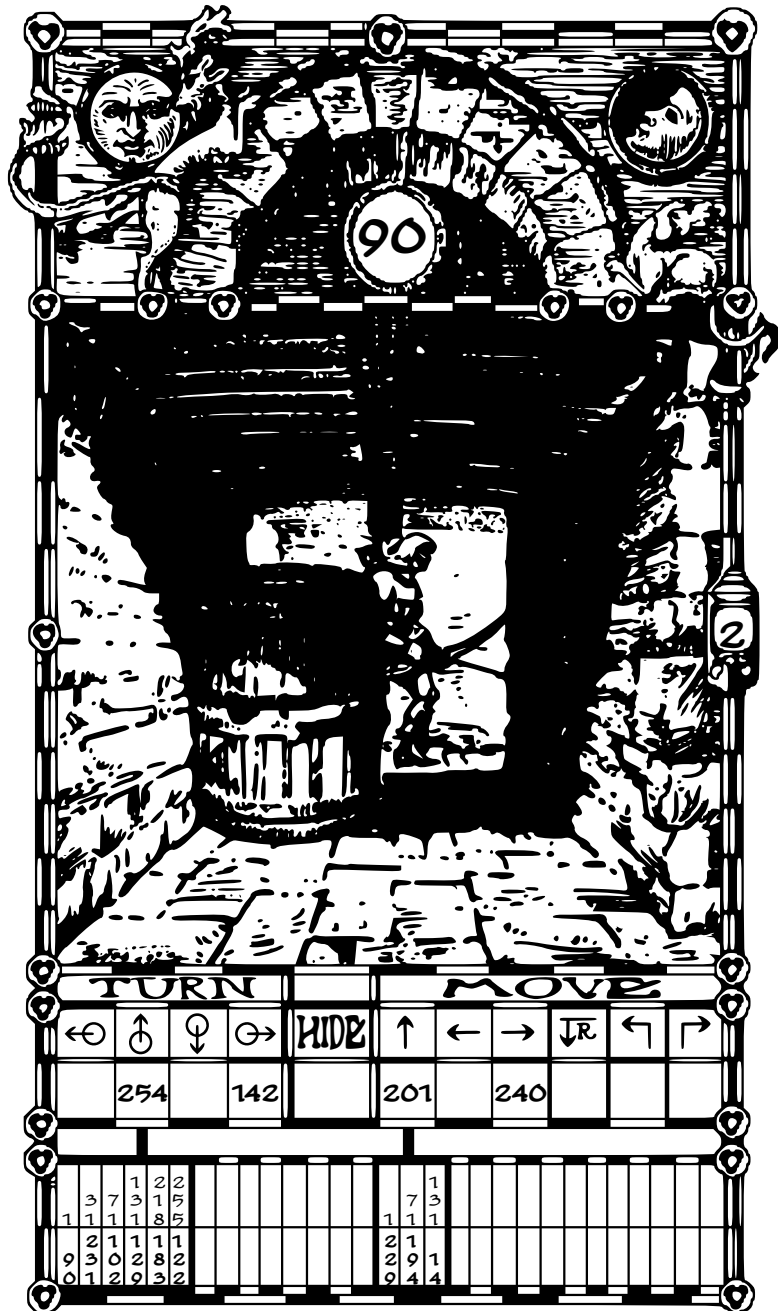
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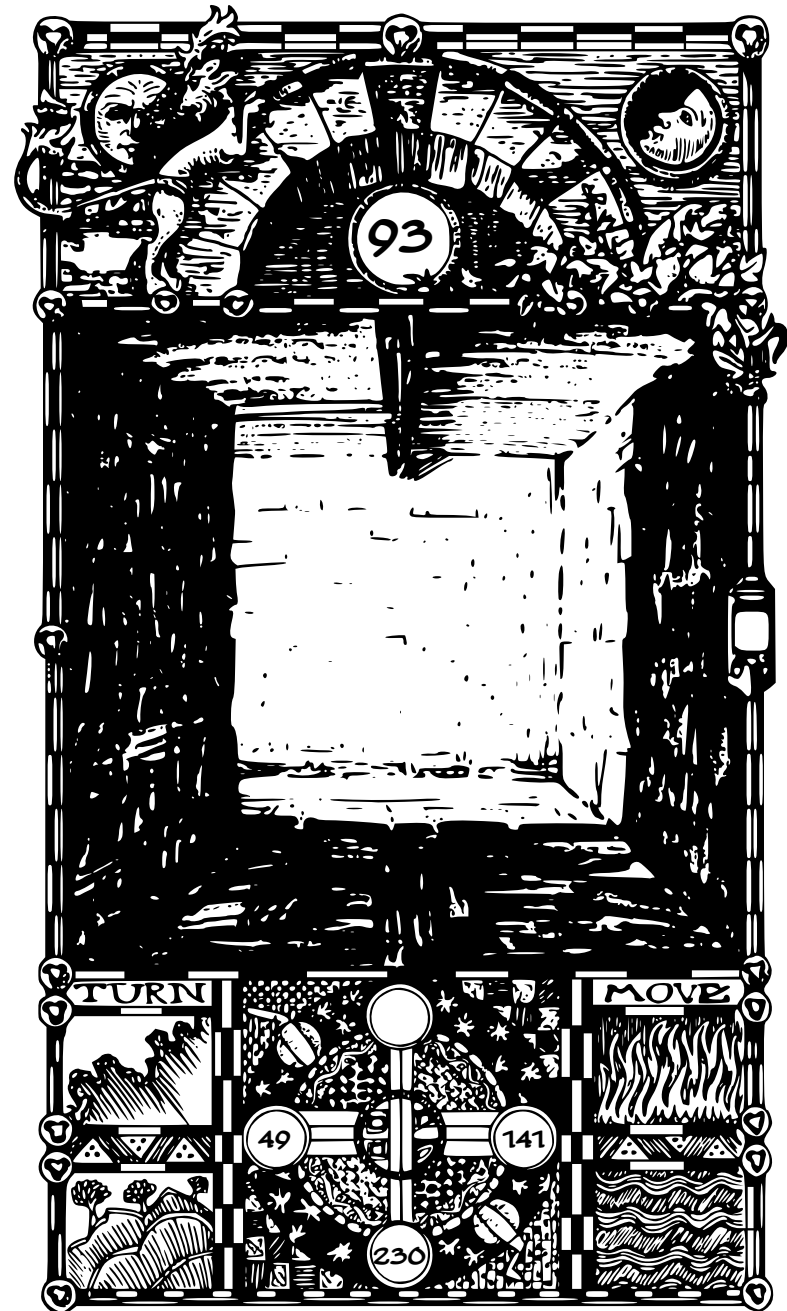
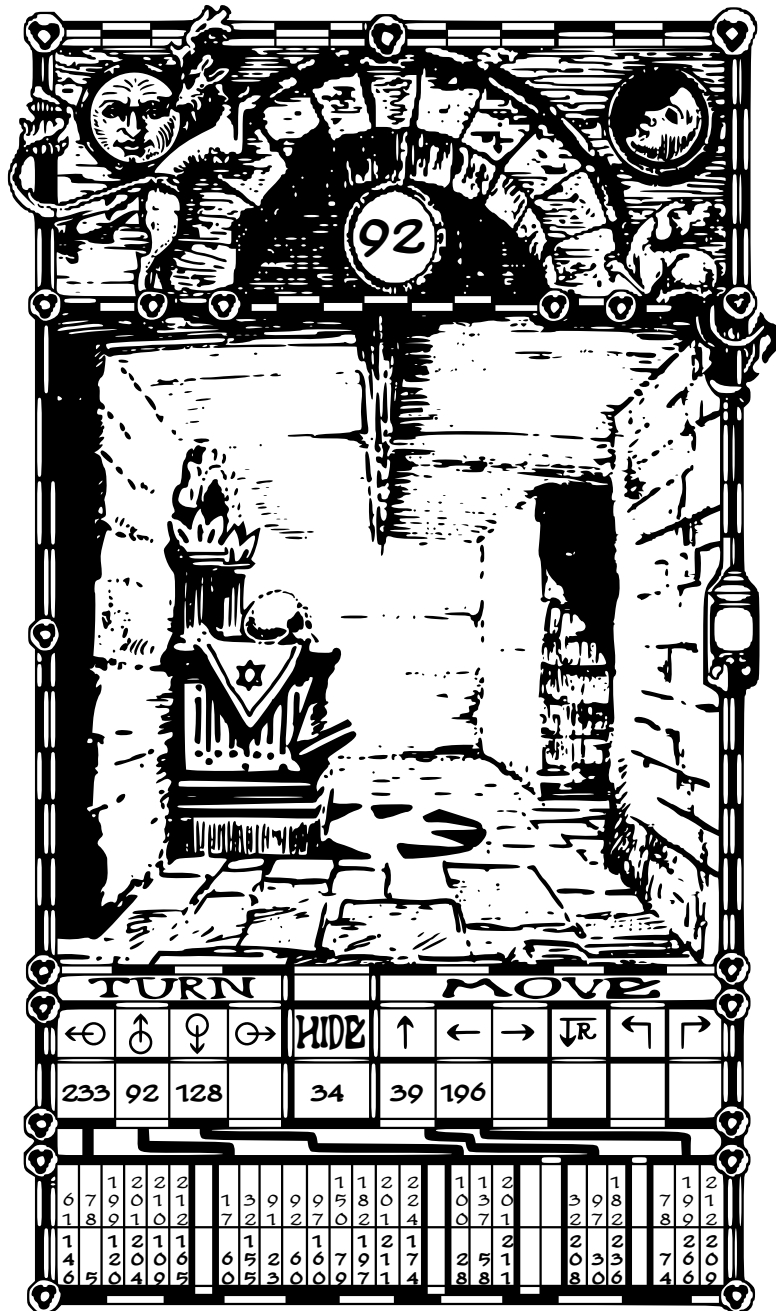
TURN				MOVE					
⊖	♂	♀	⊕	HIDE	↑	←	→	↙	↘
39	126		190		13	186	128		

4	5	1	1	2						4	5	2							
4	8	2	0	8						4	8	1							
2	1	3	3	1						2	3	4							
1	3	0	6	8						3	8	6							
9	3	0	6	5															





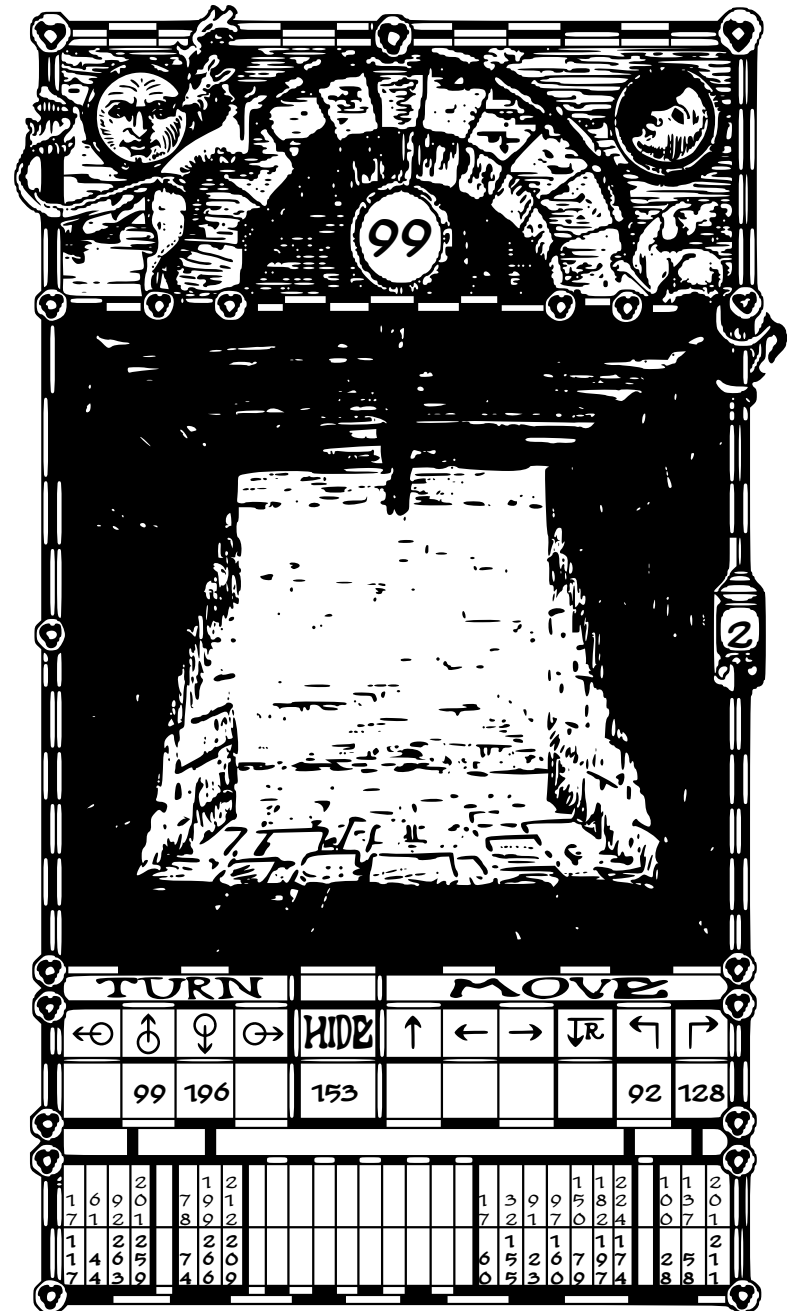


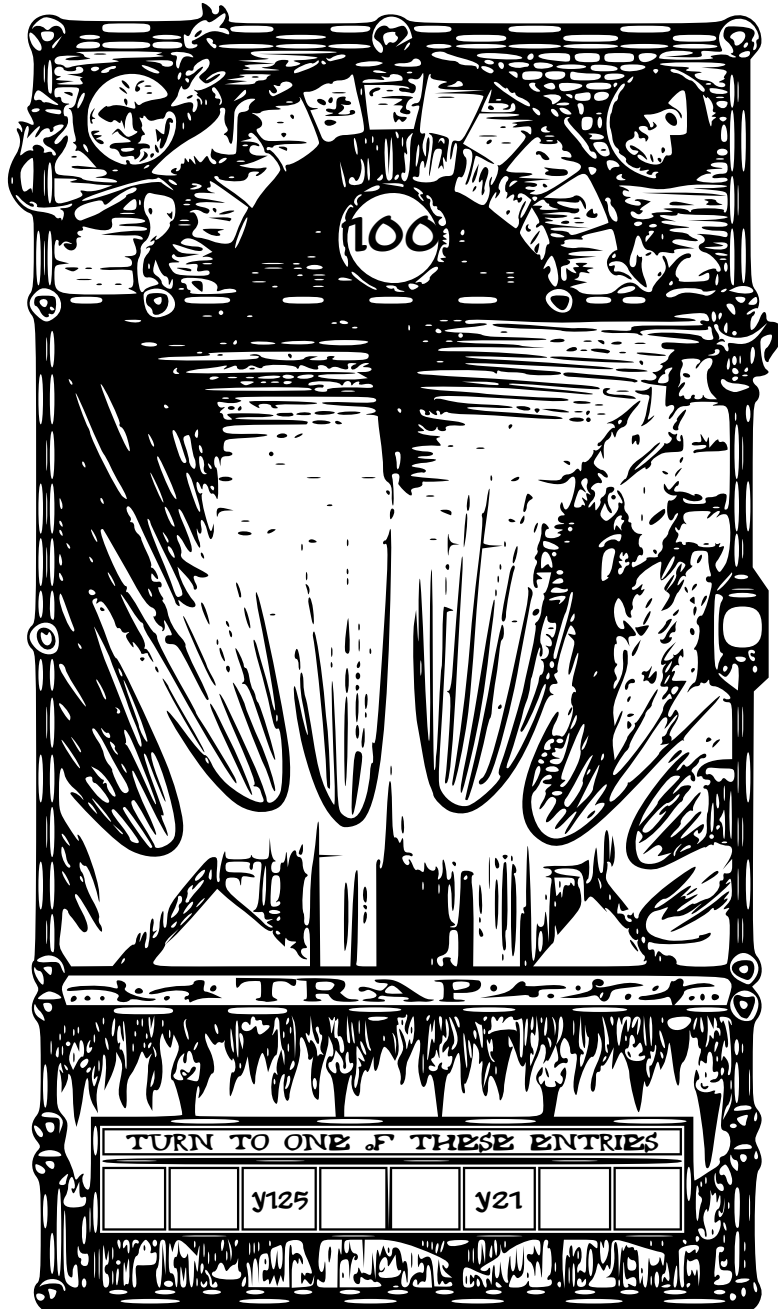






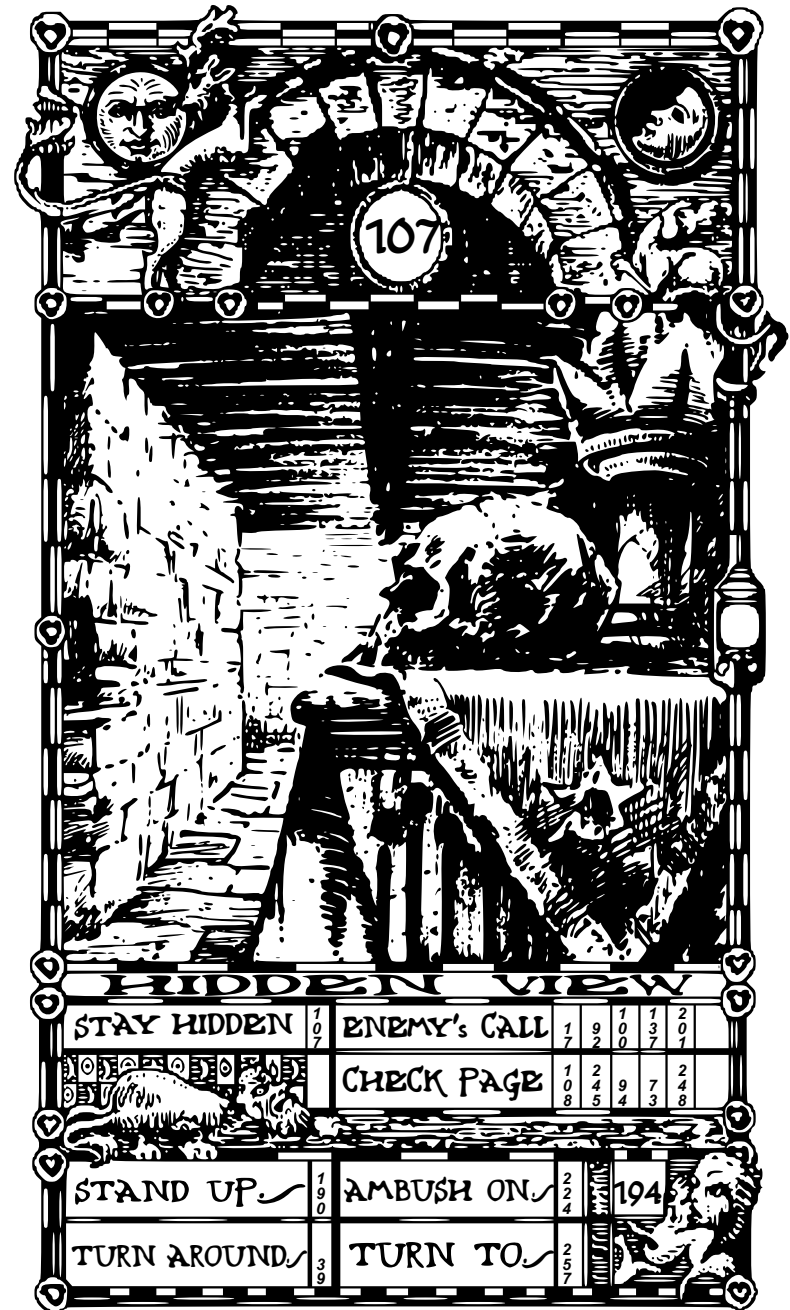
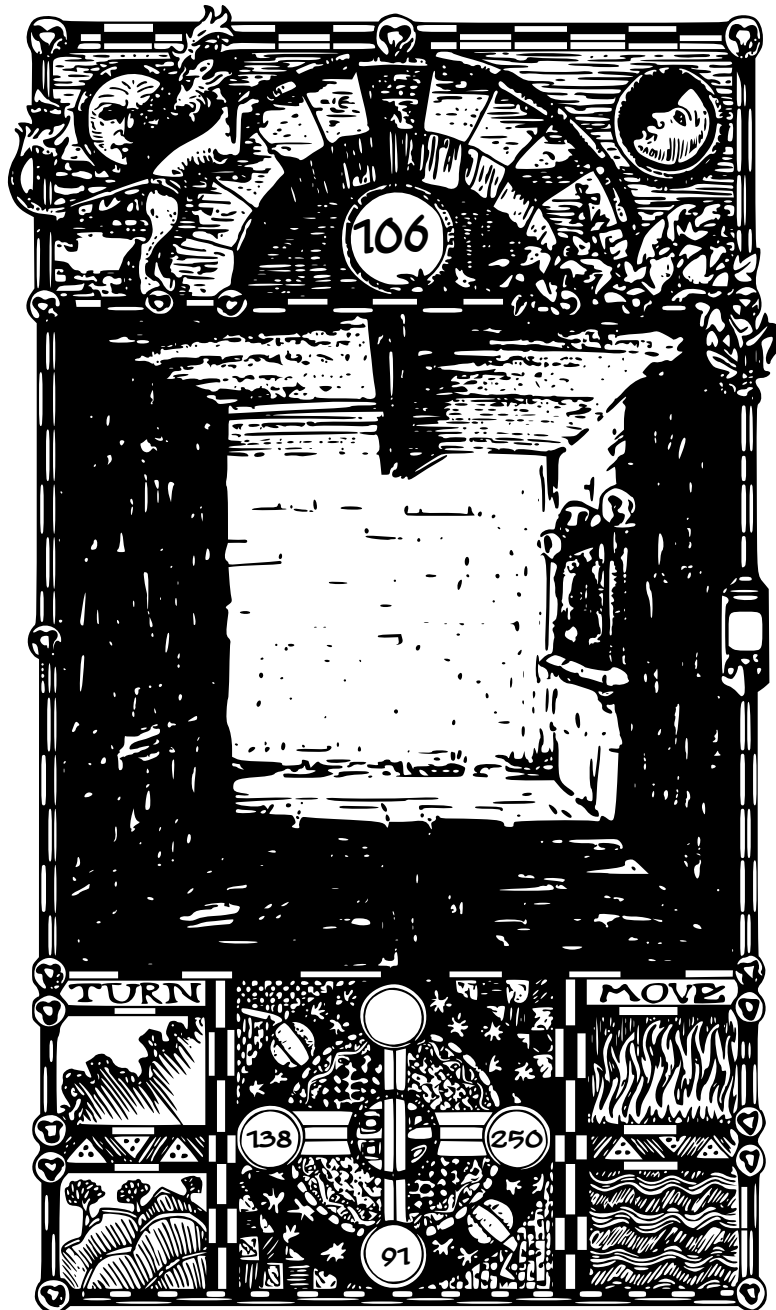












108

TURN				MOVE			
⬅	♂	♀	➡	HIDE	↑	←	→
126	190	39			128	13	

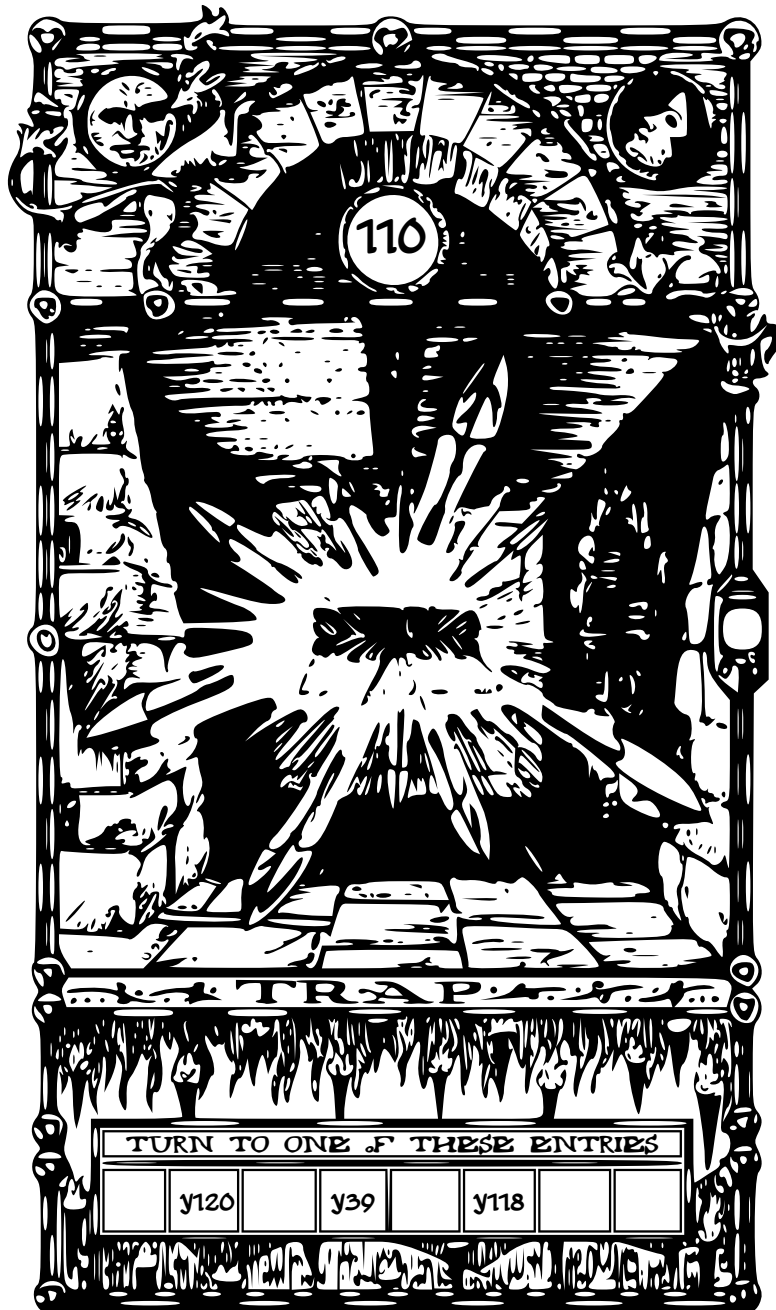
1	9	1	1	2	2					1	1	2							
7	9	0	3	5	2					0	3	0							
2	7	7	7	0	1					7	7	1							
1	2	2	2	2	2					2	5	2							
0	4	5	7	4	3					8	8	1							

109

TURN				MOVE			
⬅	♂	♀	➡	HIDE	↑	←	→
128	233		92		196	111	39

1	6	7	1	2	2					1	2								
7	1	8	2	0	1					7	9	2							
6	4	6	6	1	2					7	6	2							
0	6	5	0	0	1					4	6	0							









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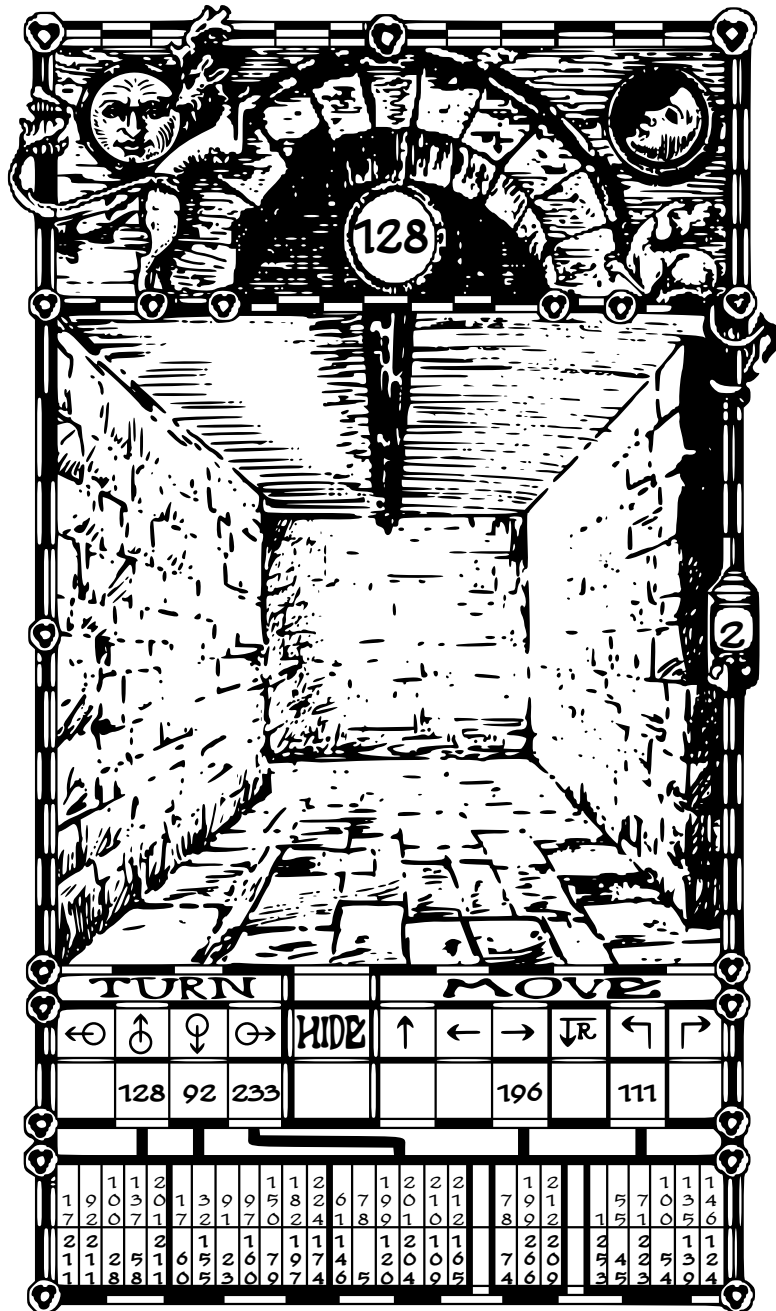


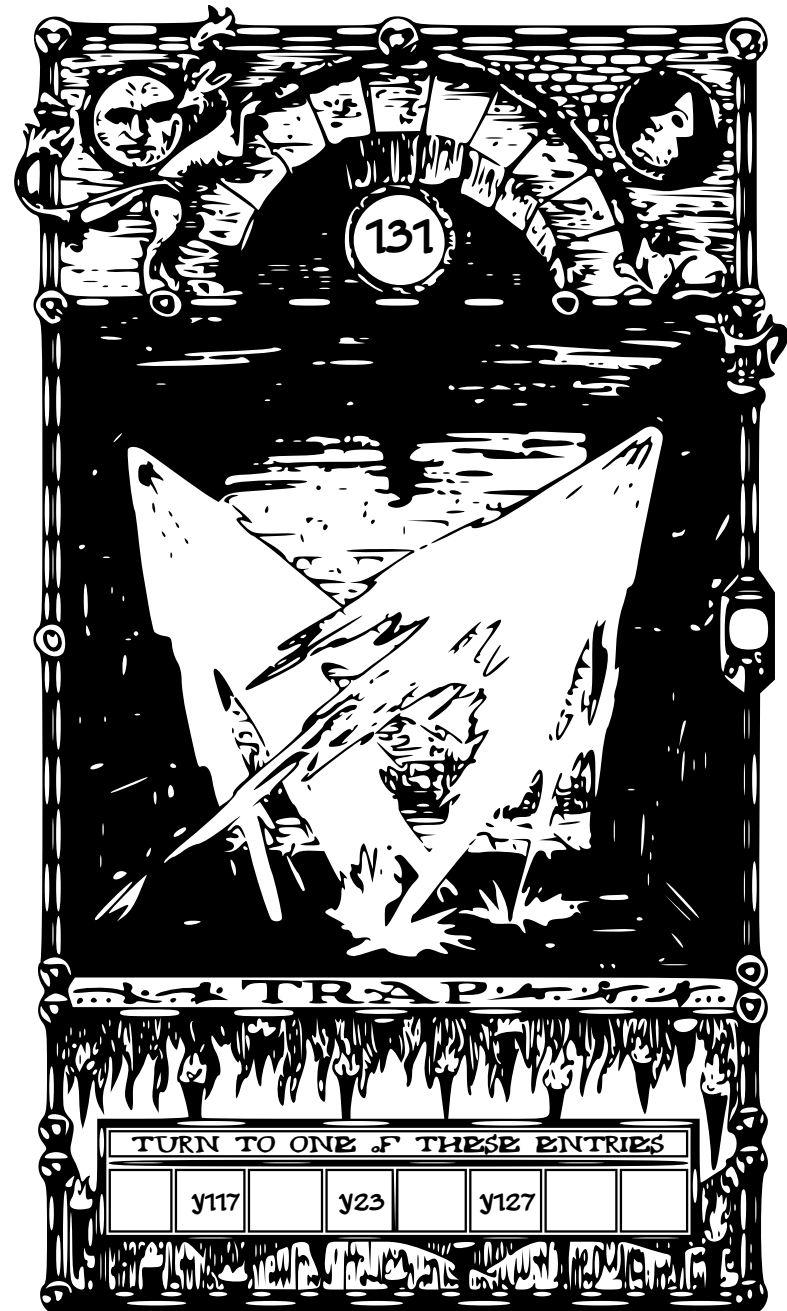






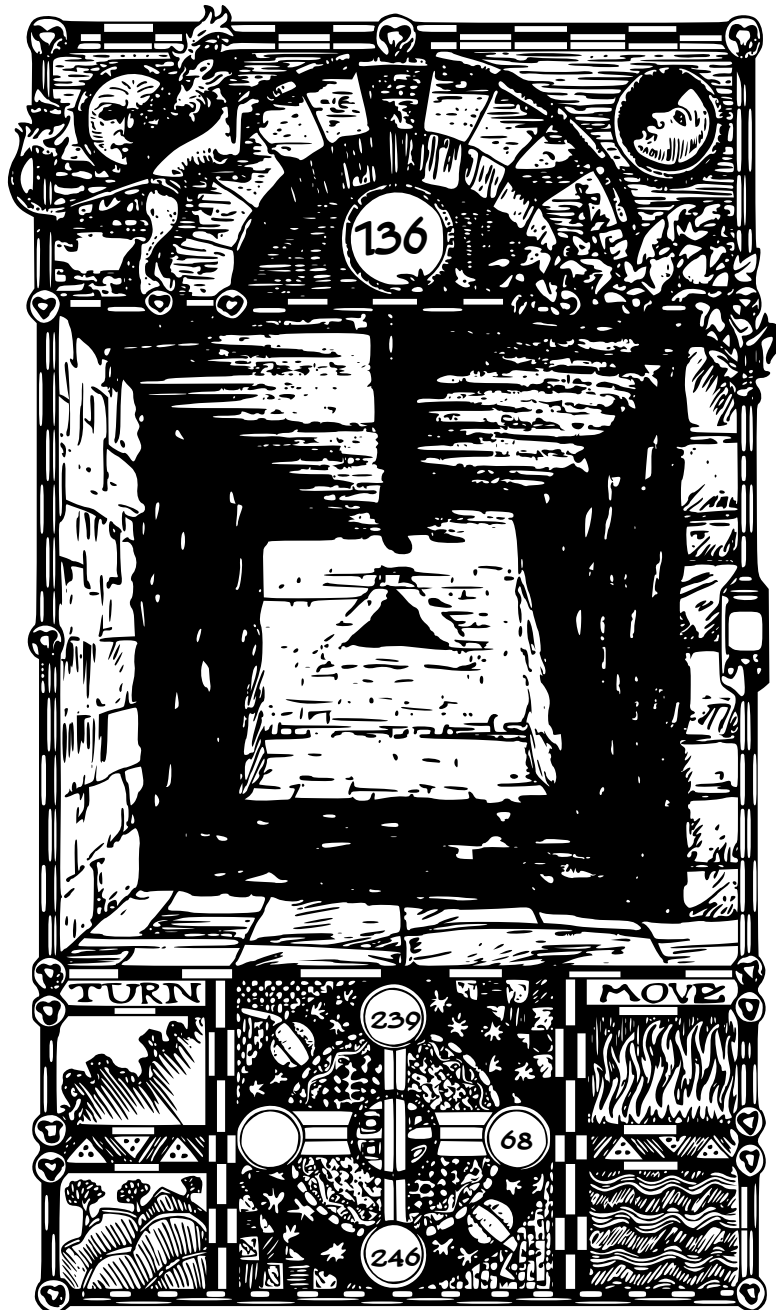




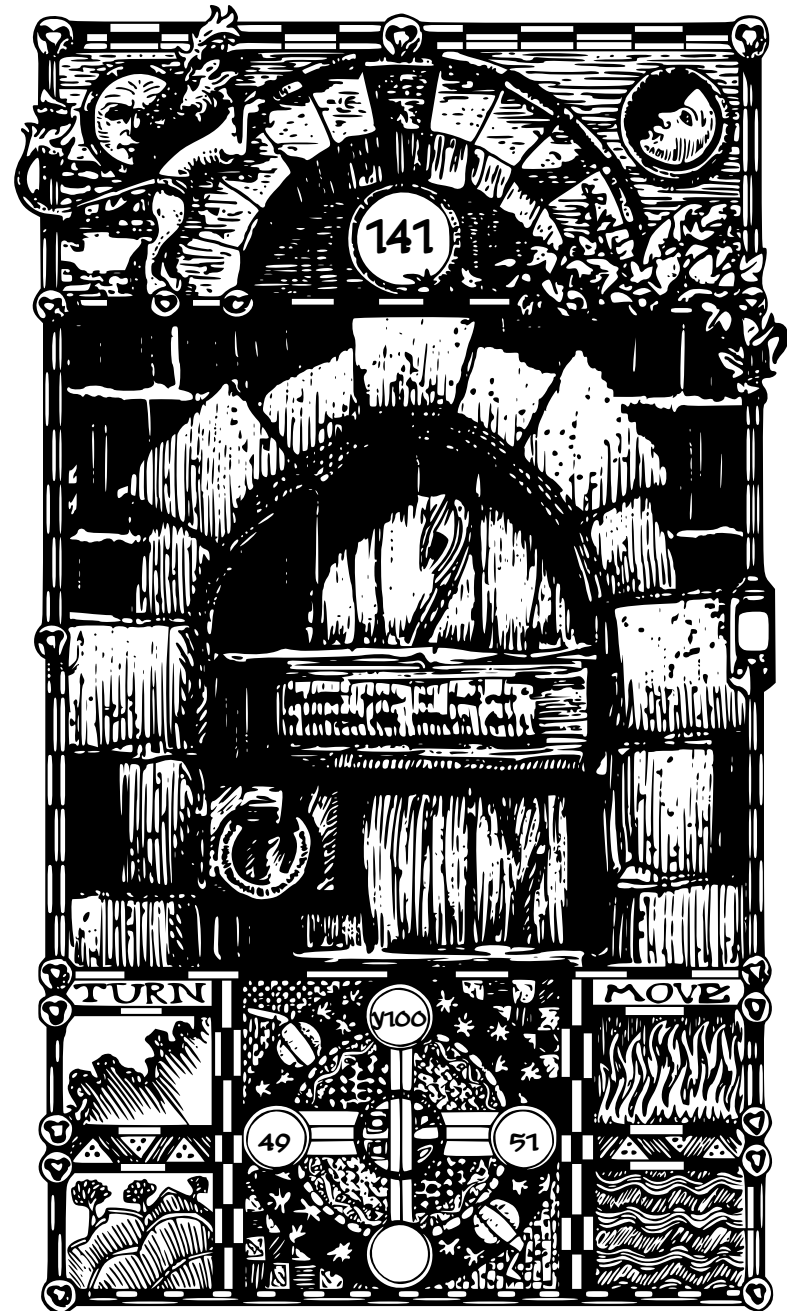
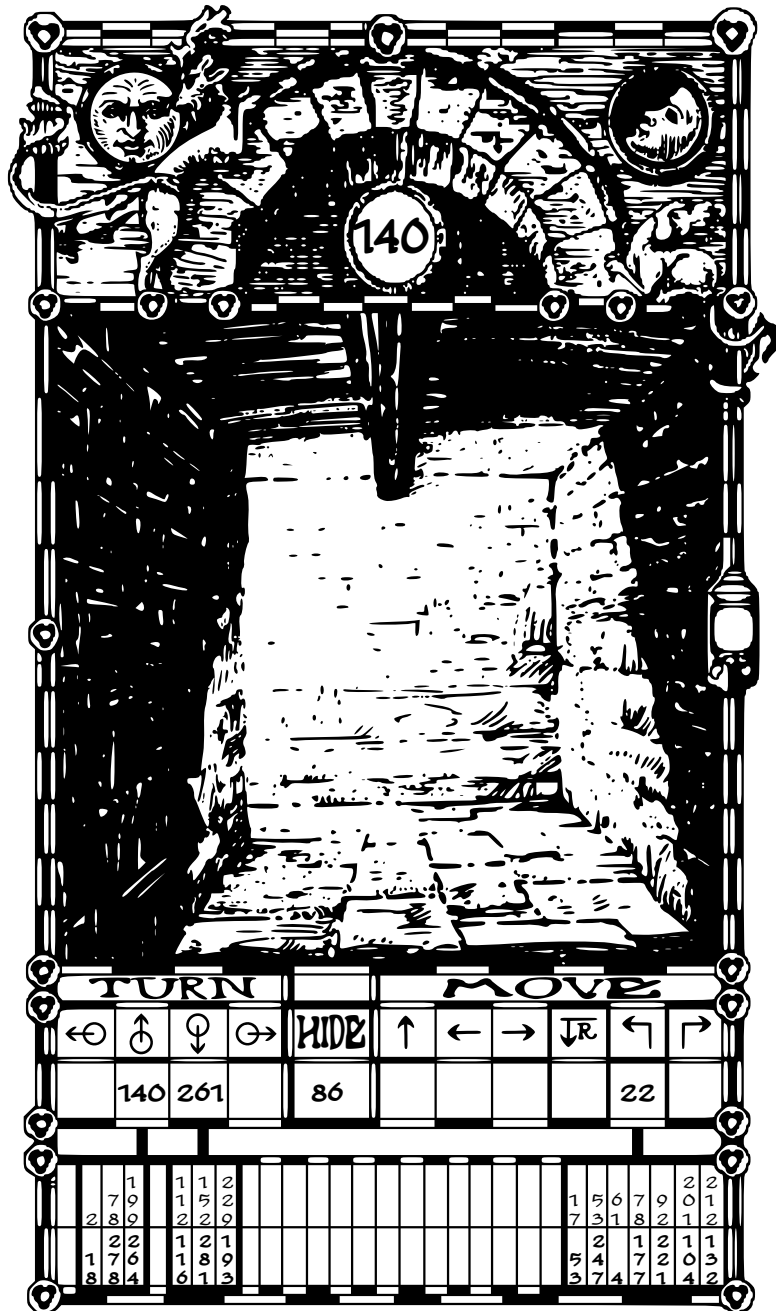




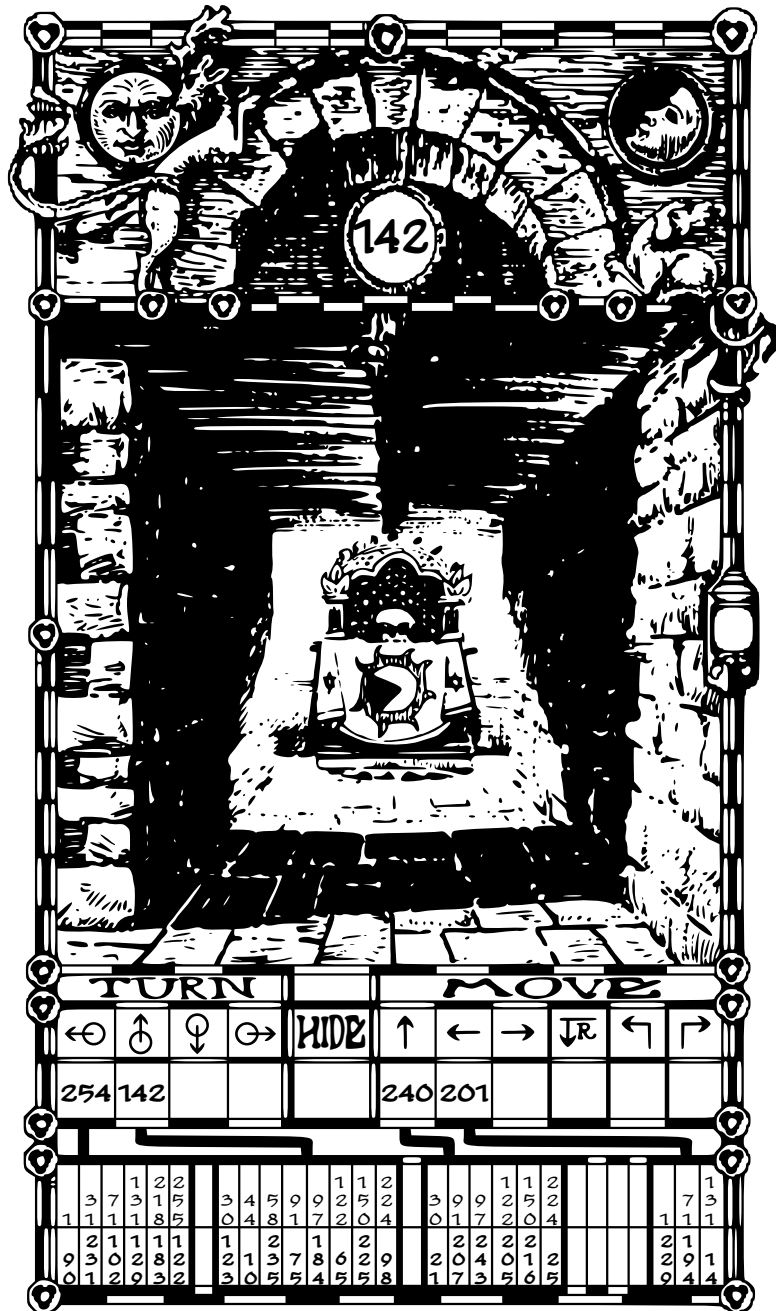


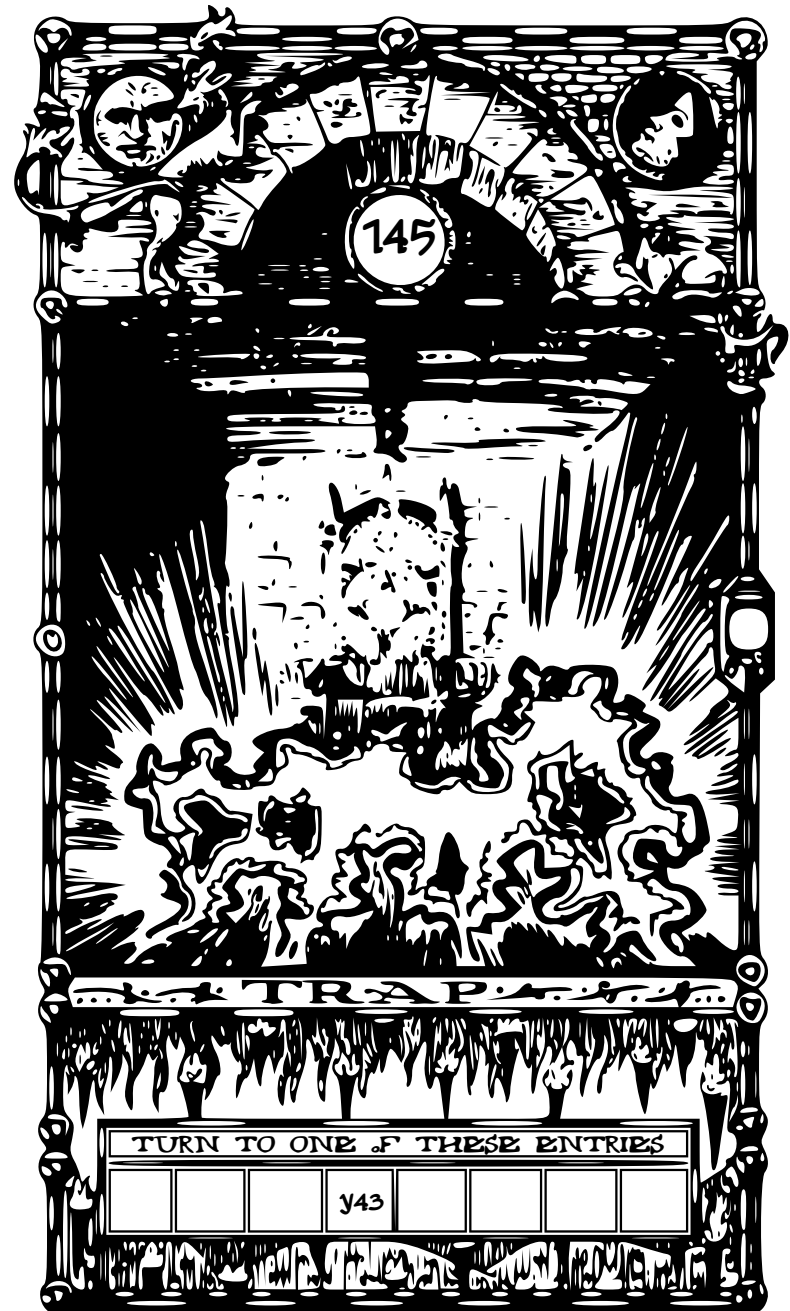














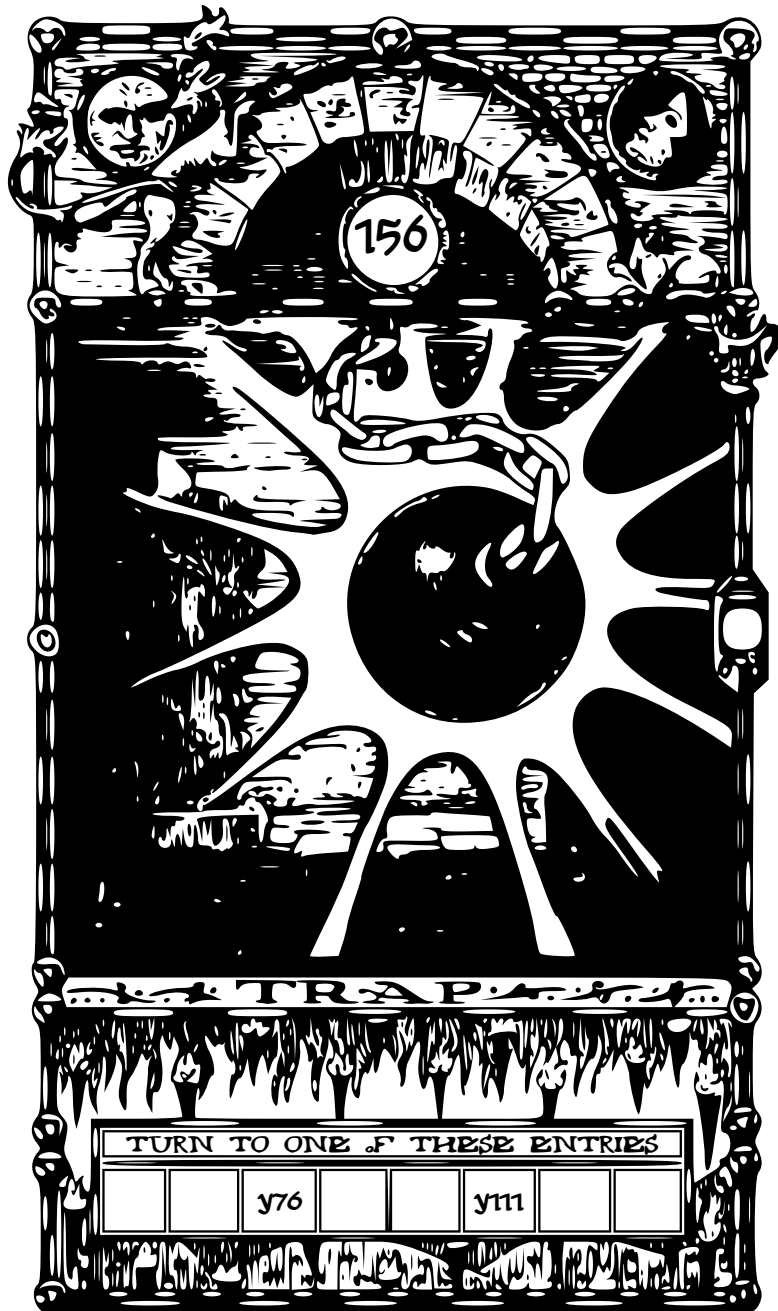
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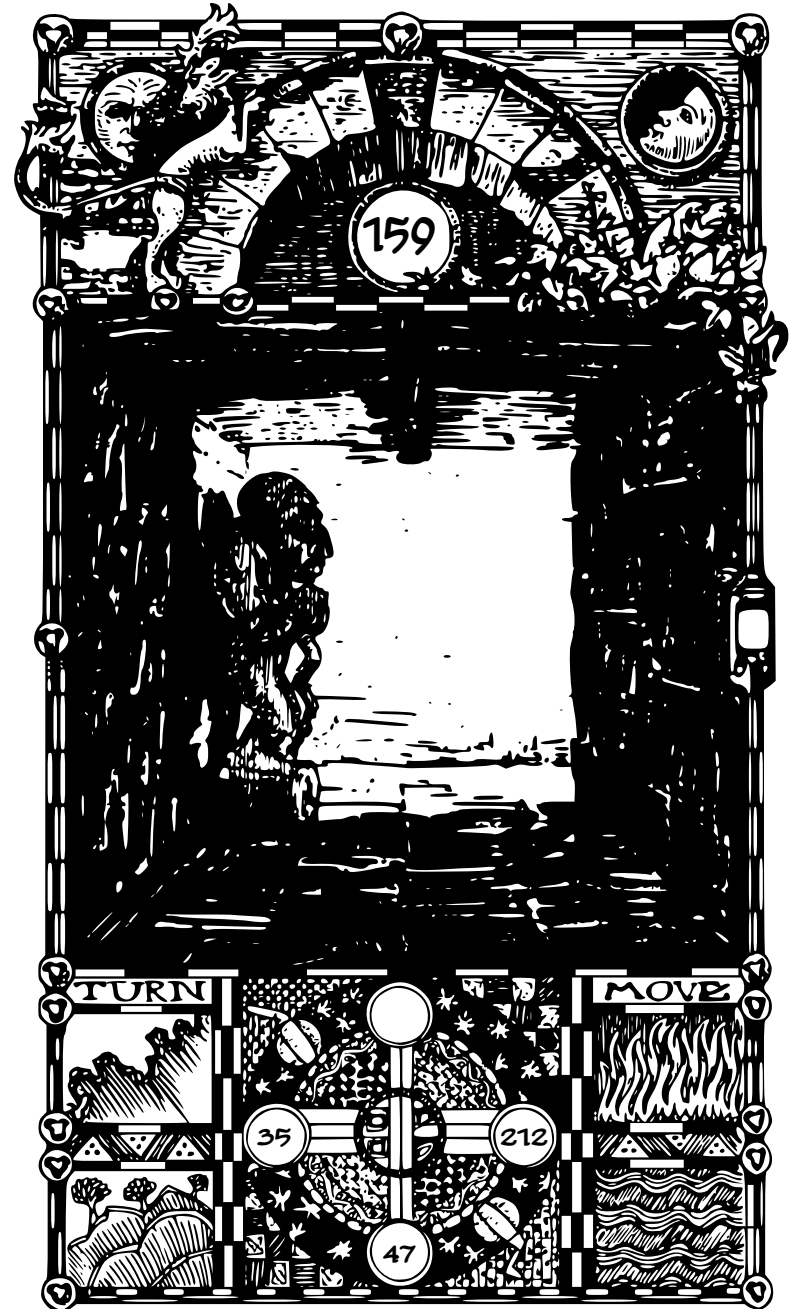


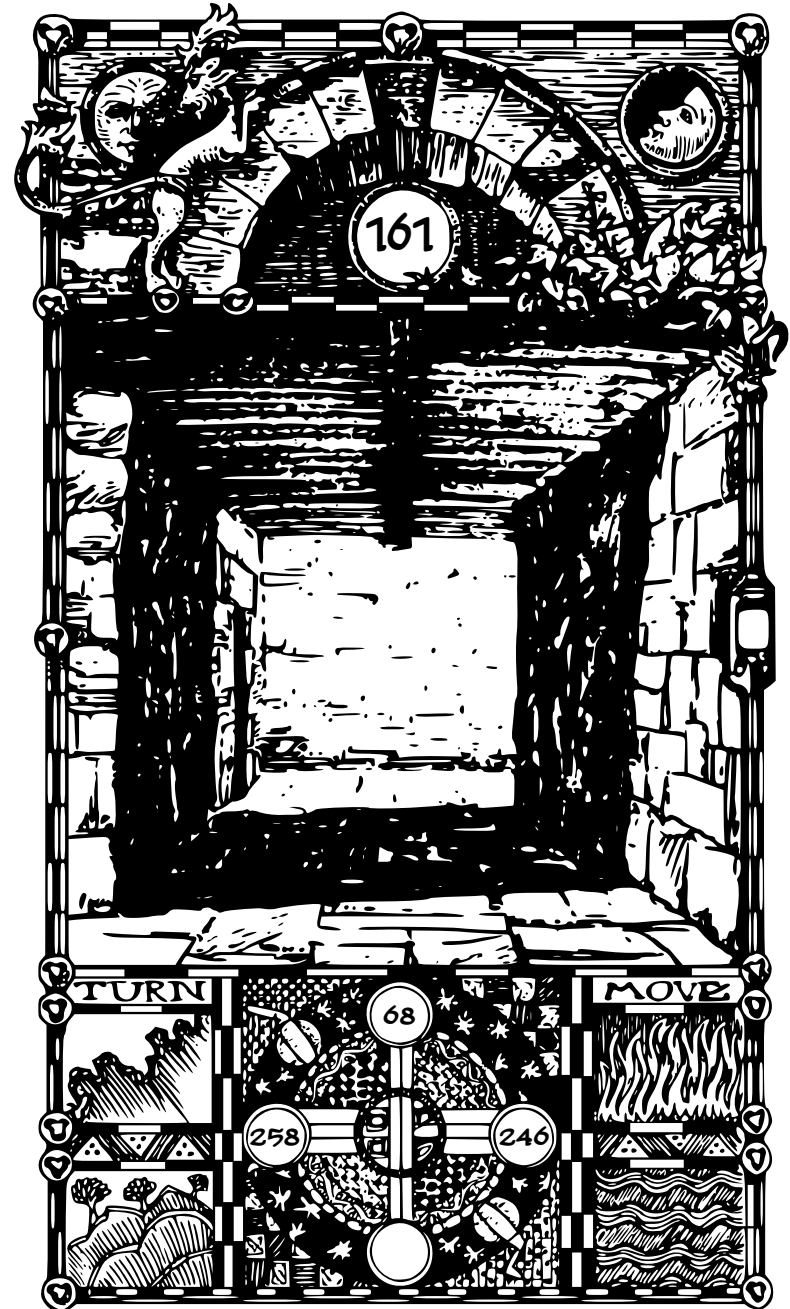






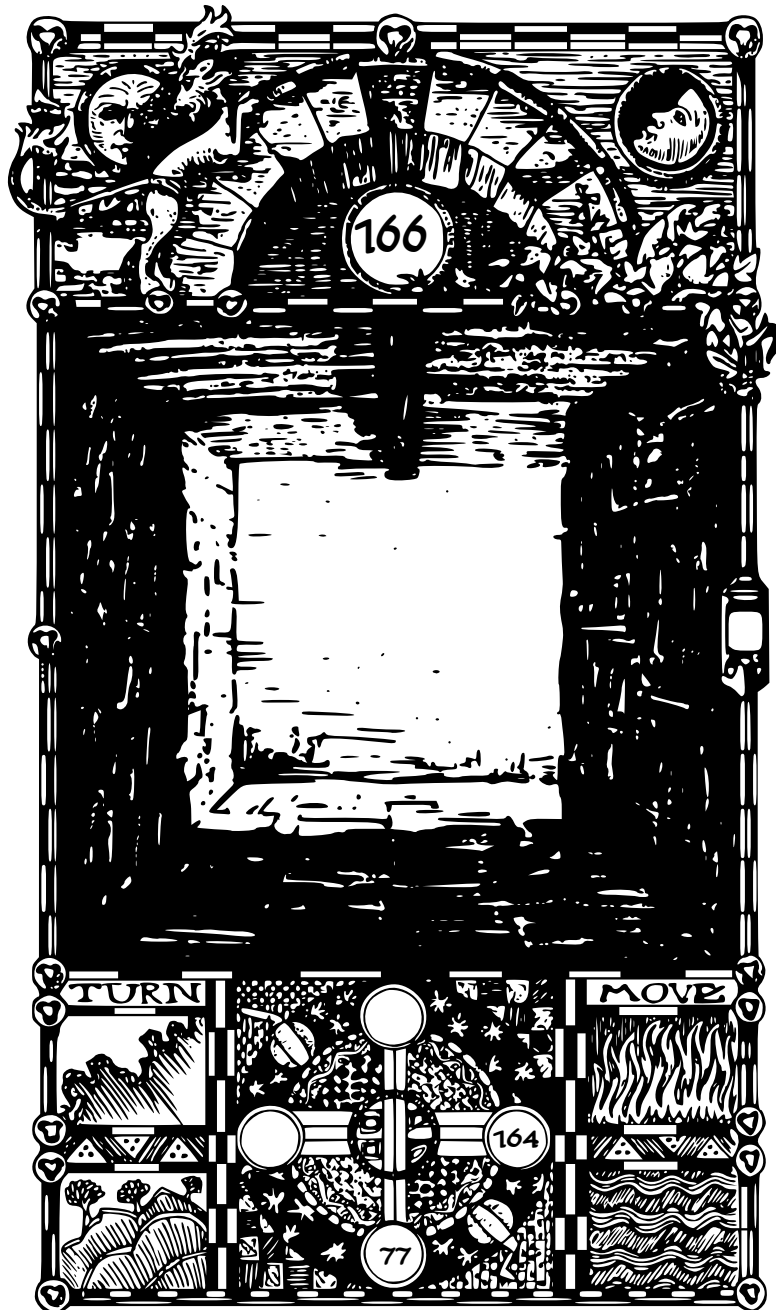


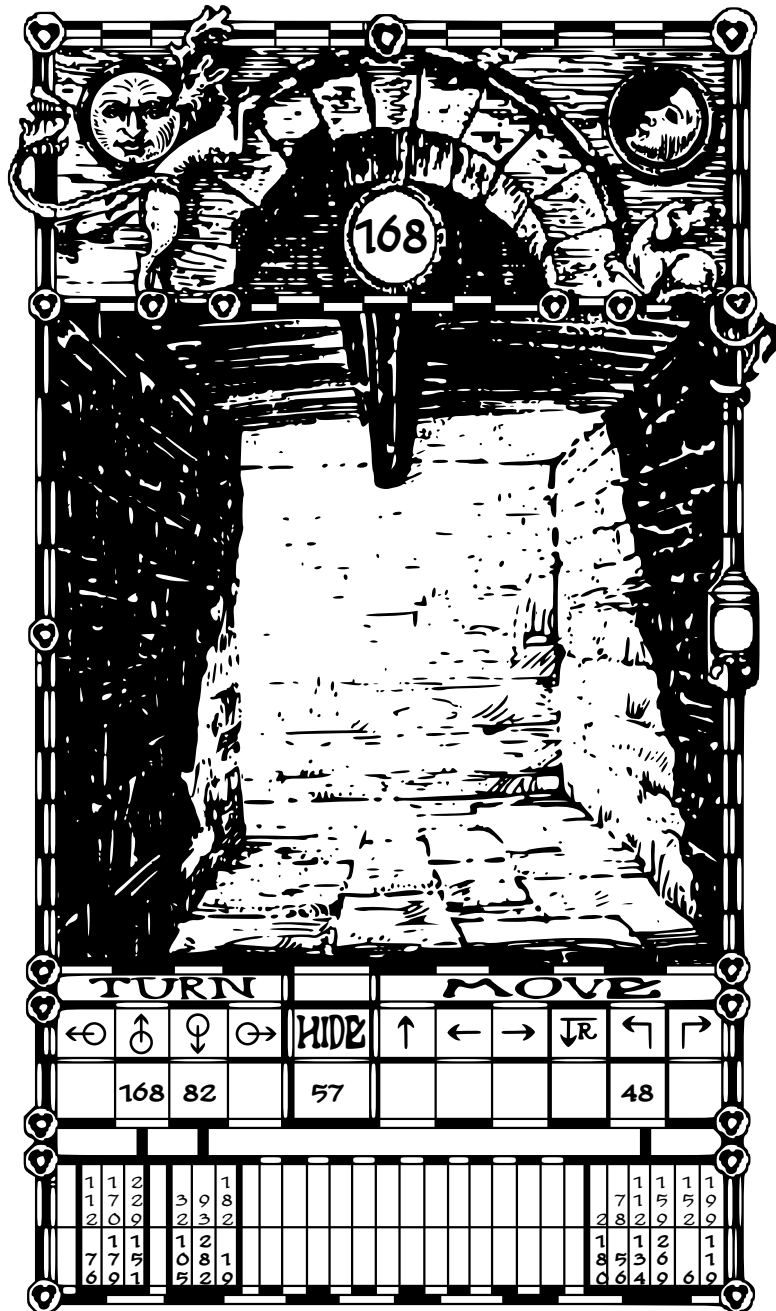




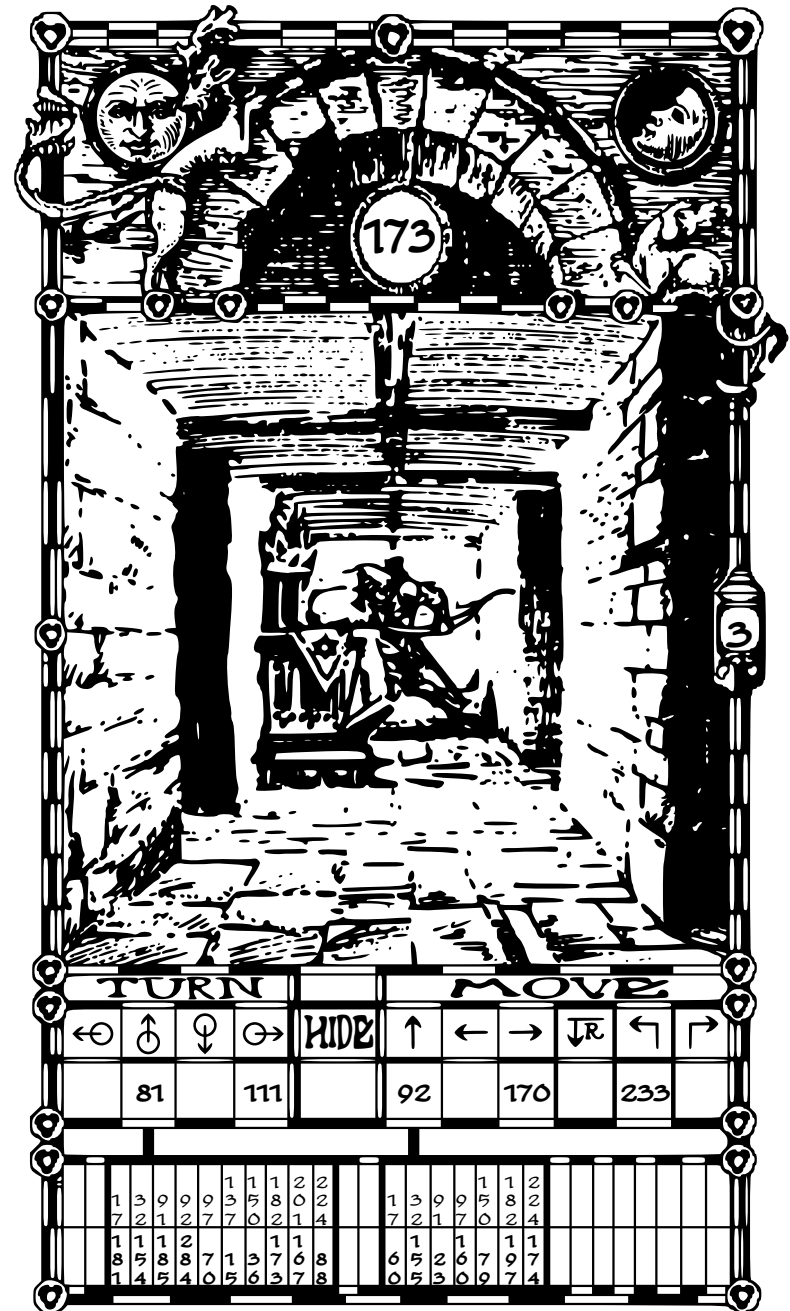






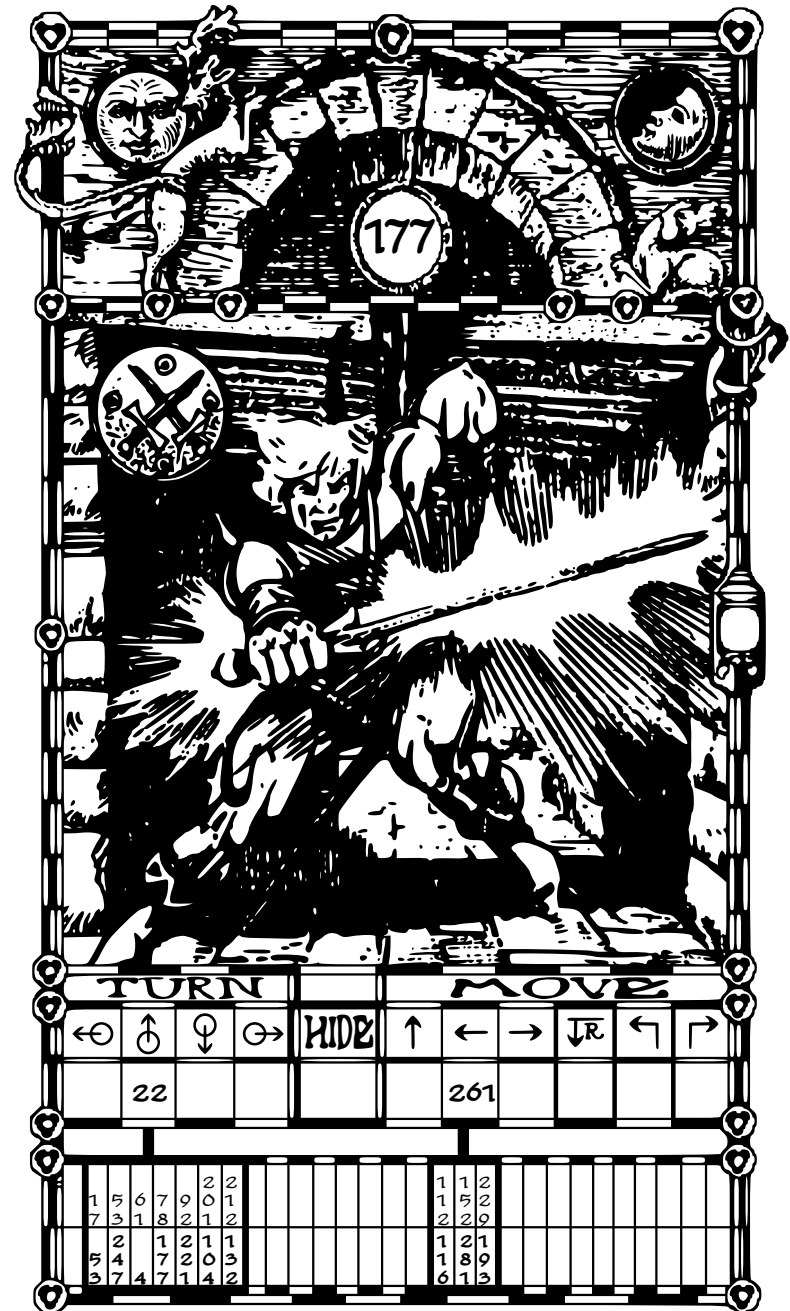
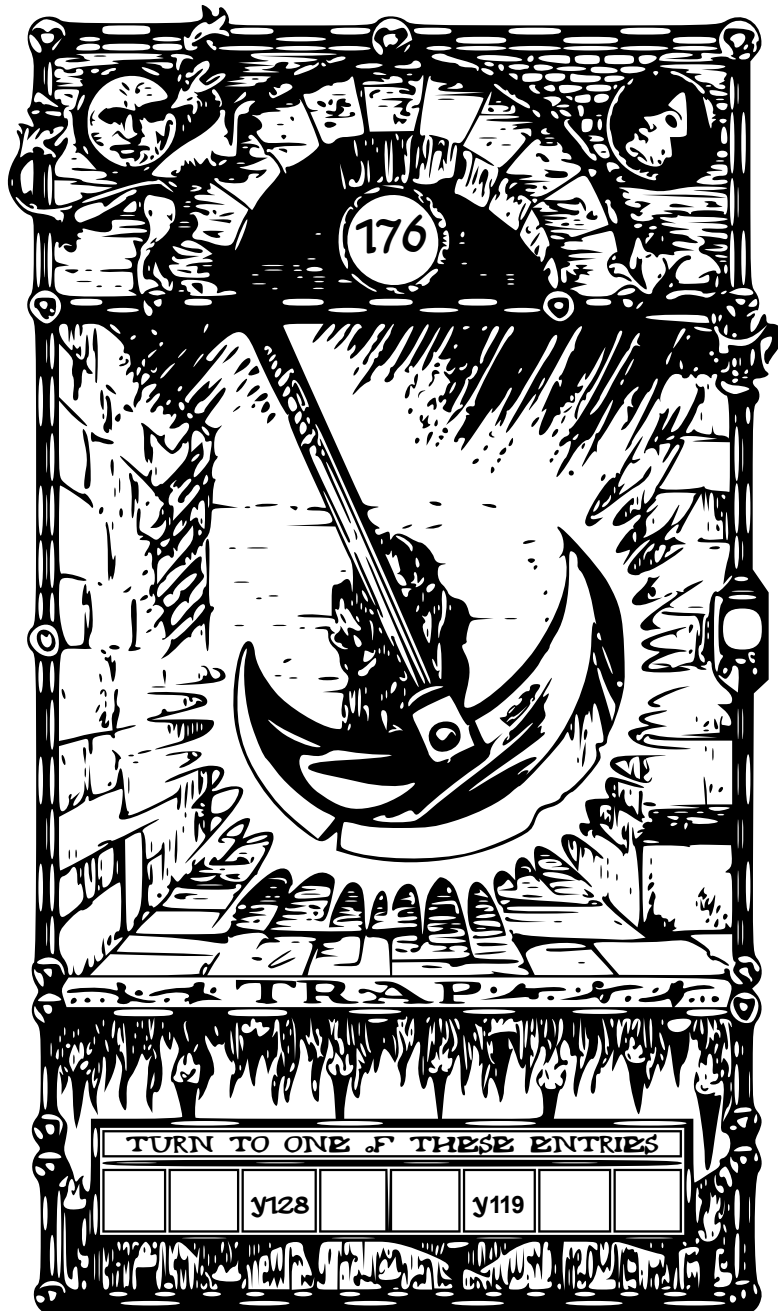


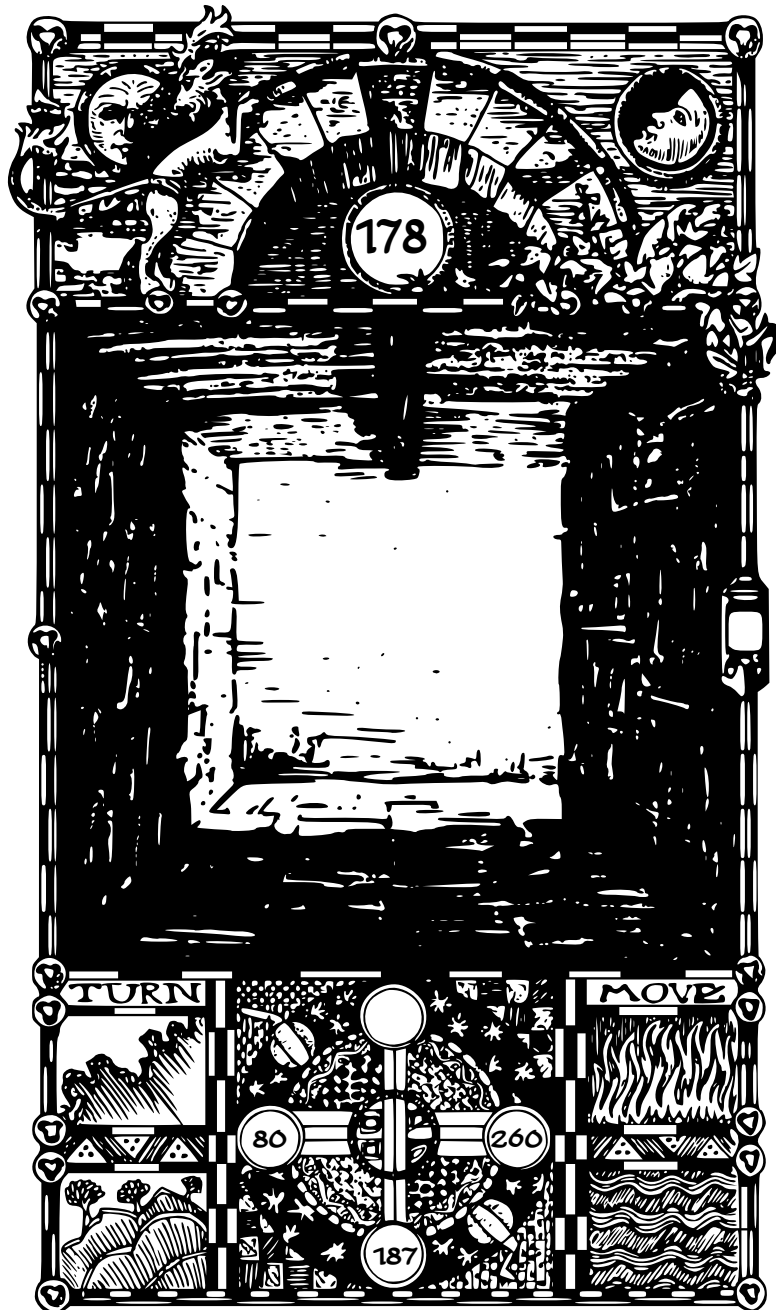






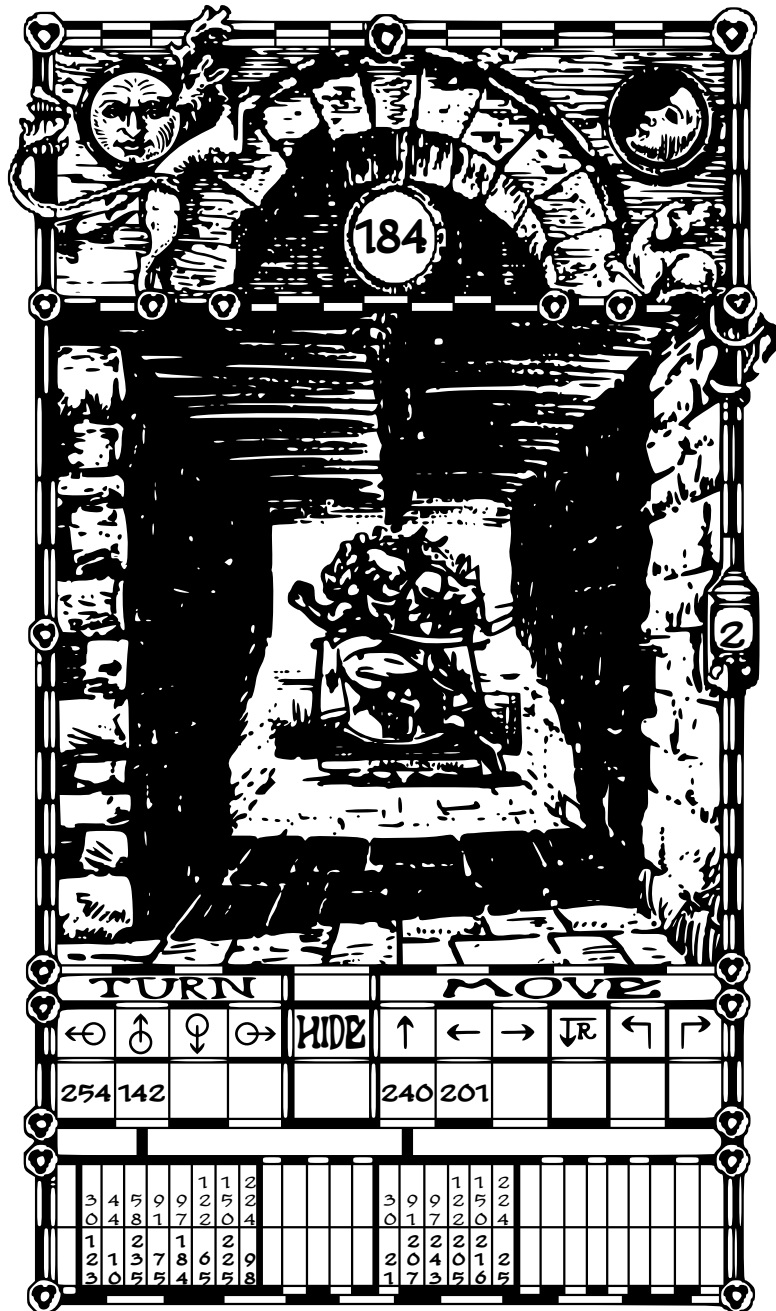


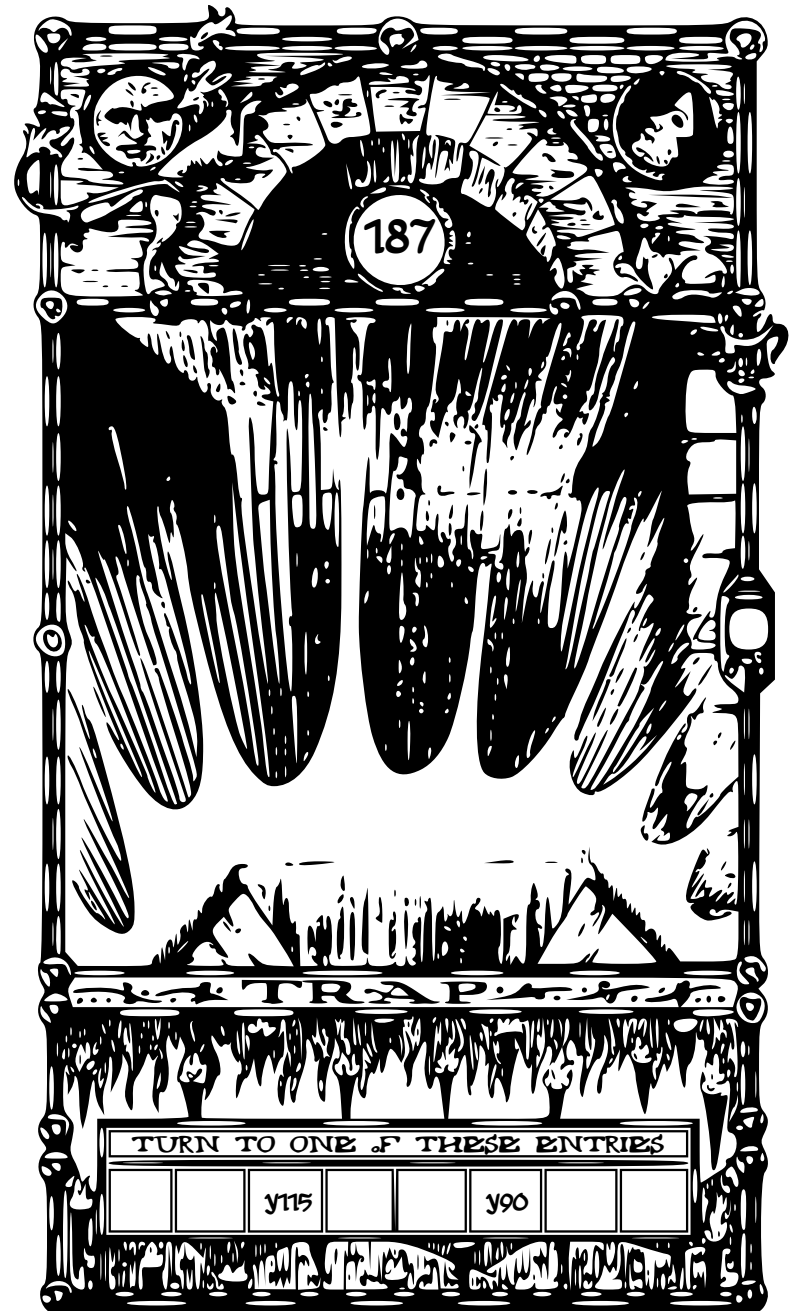
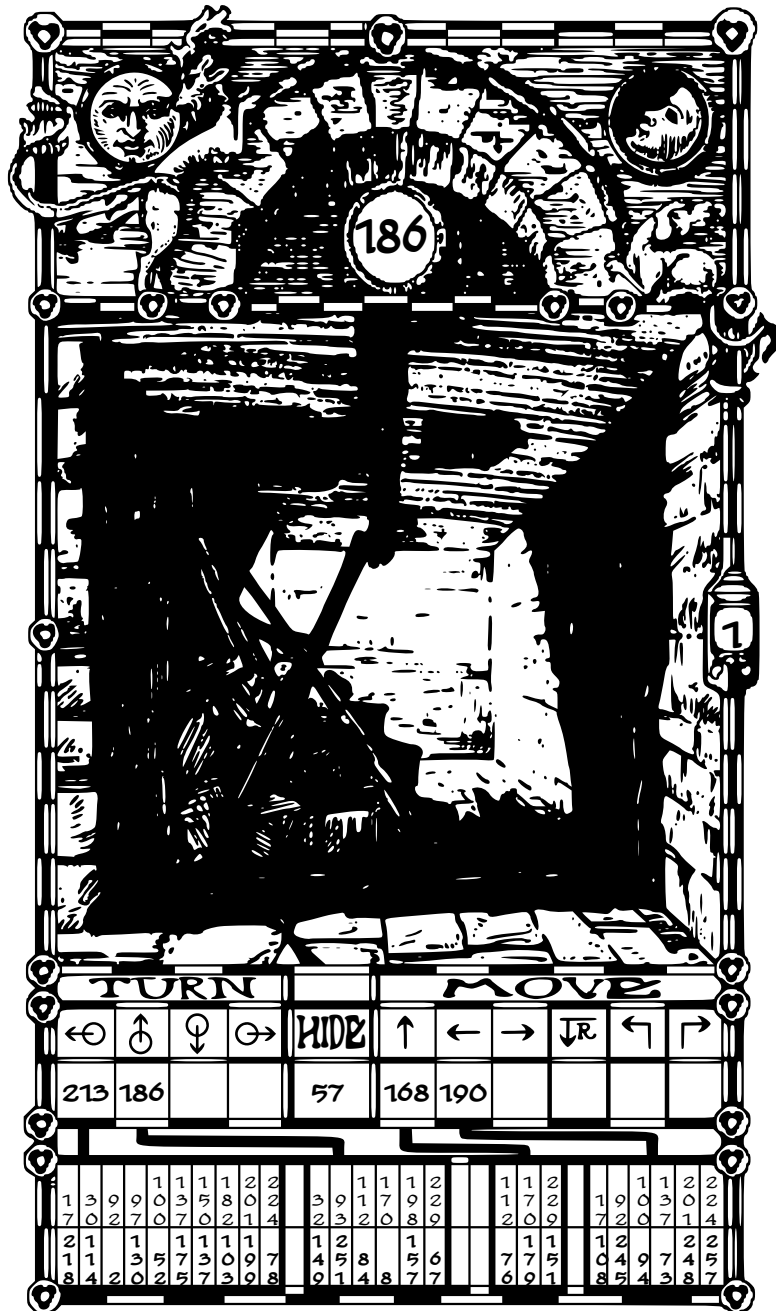








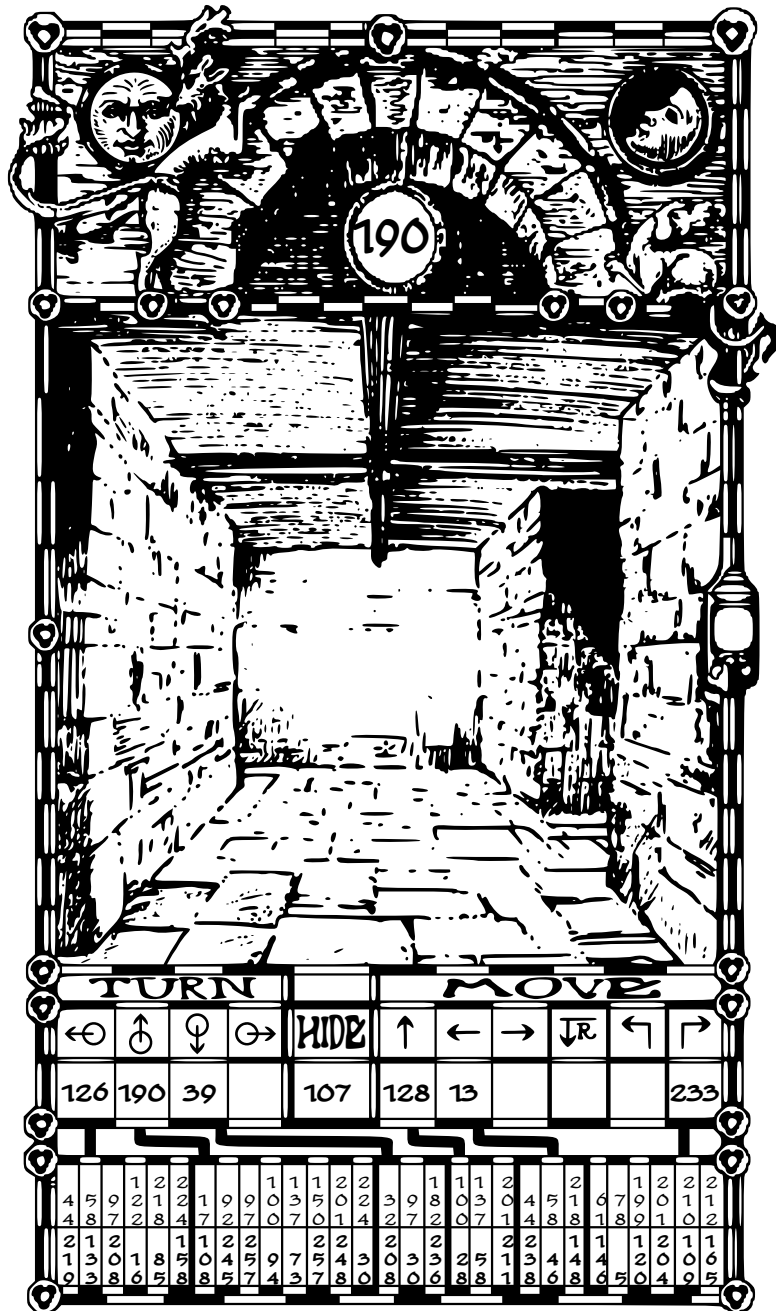


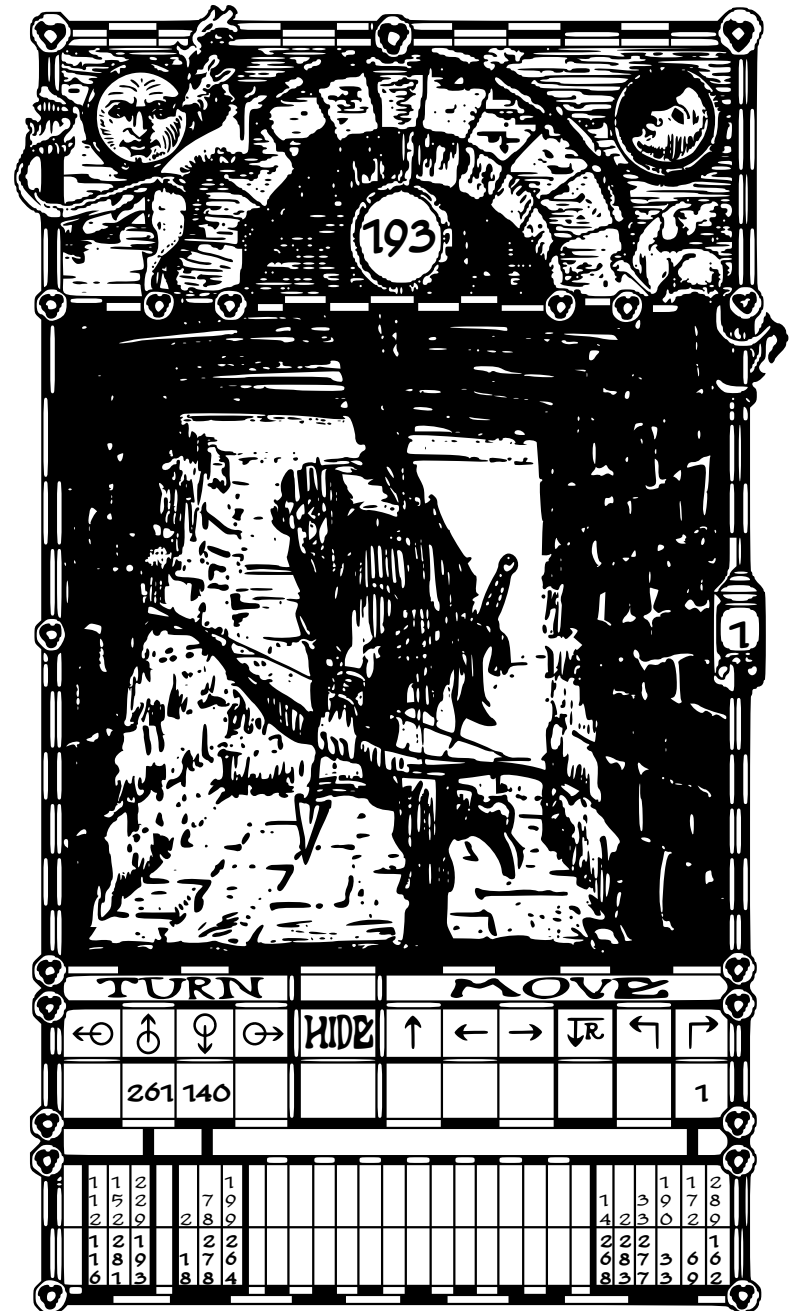
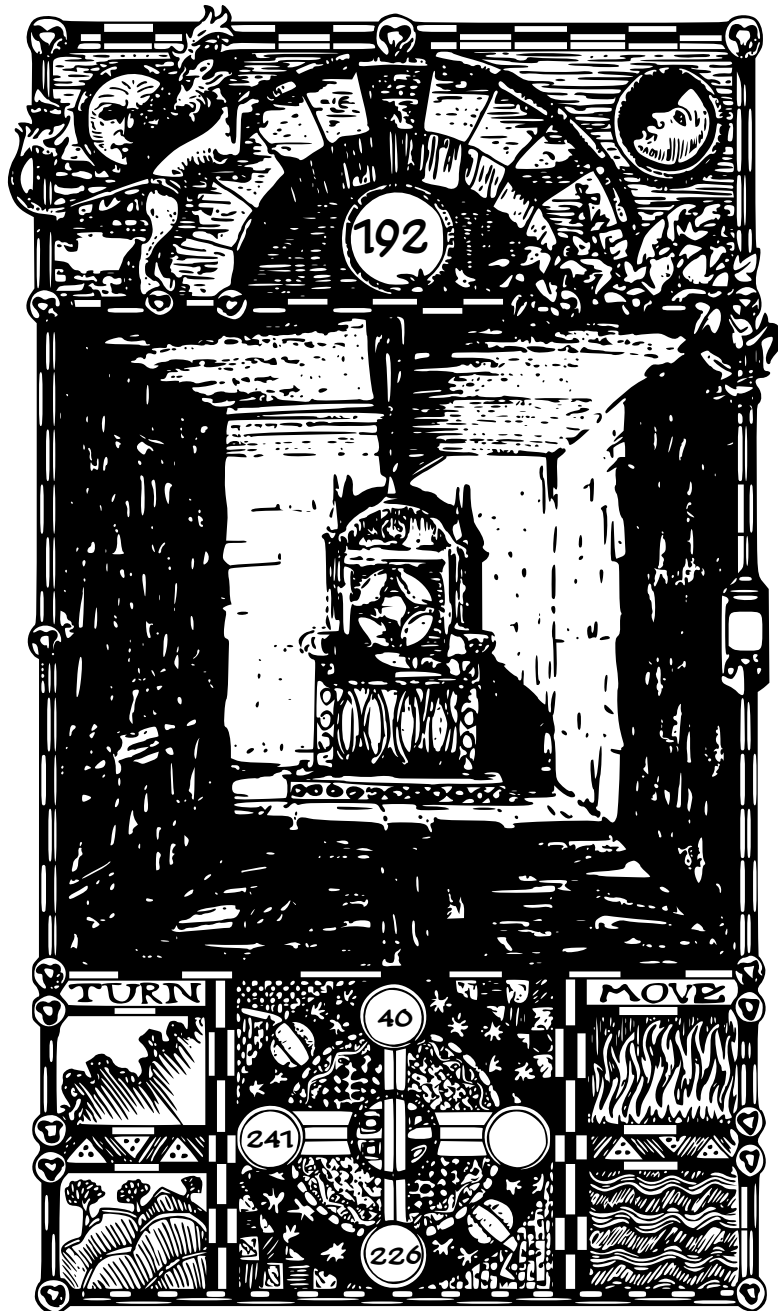




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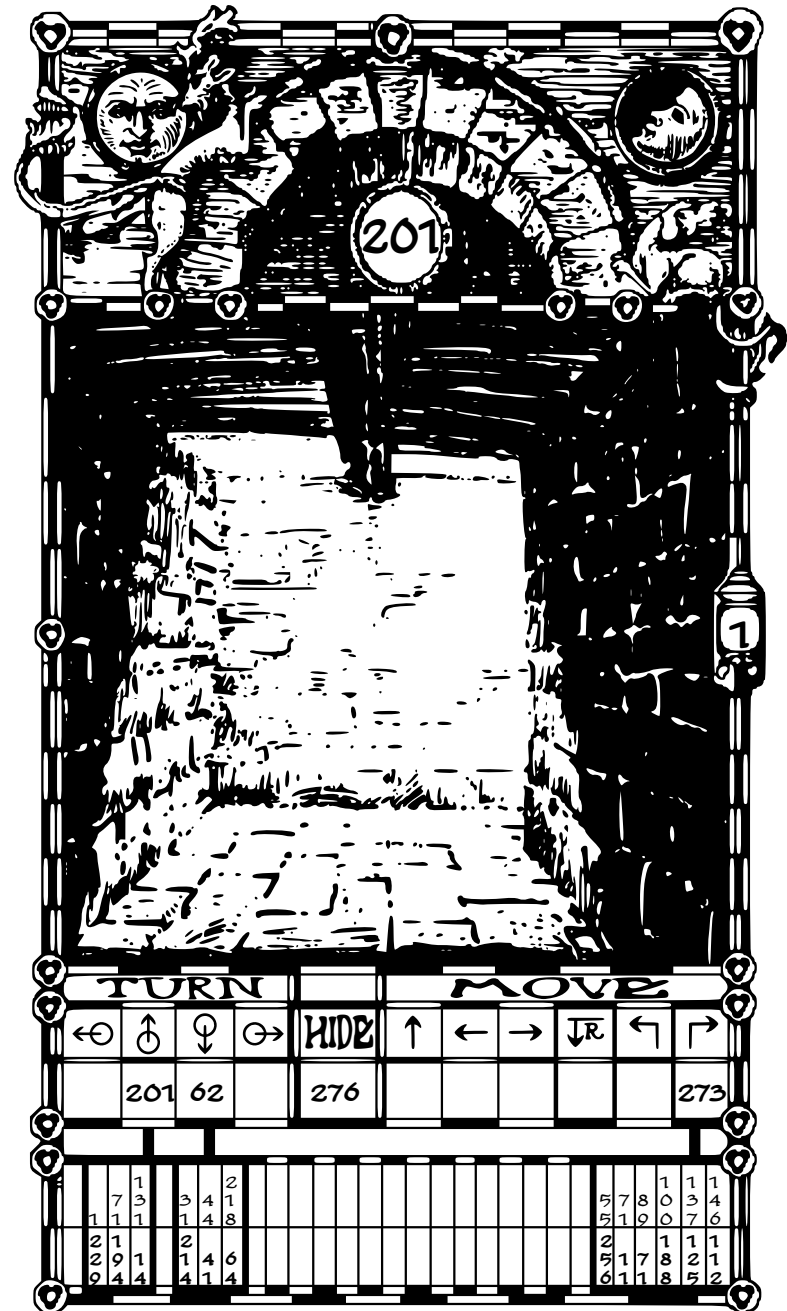








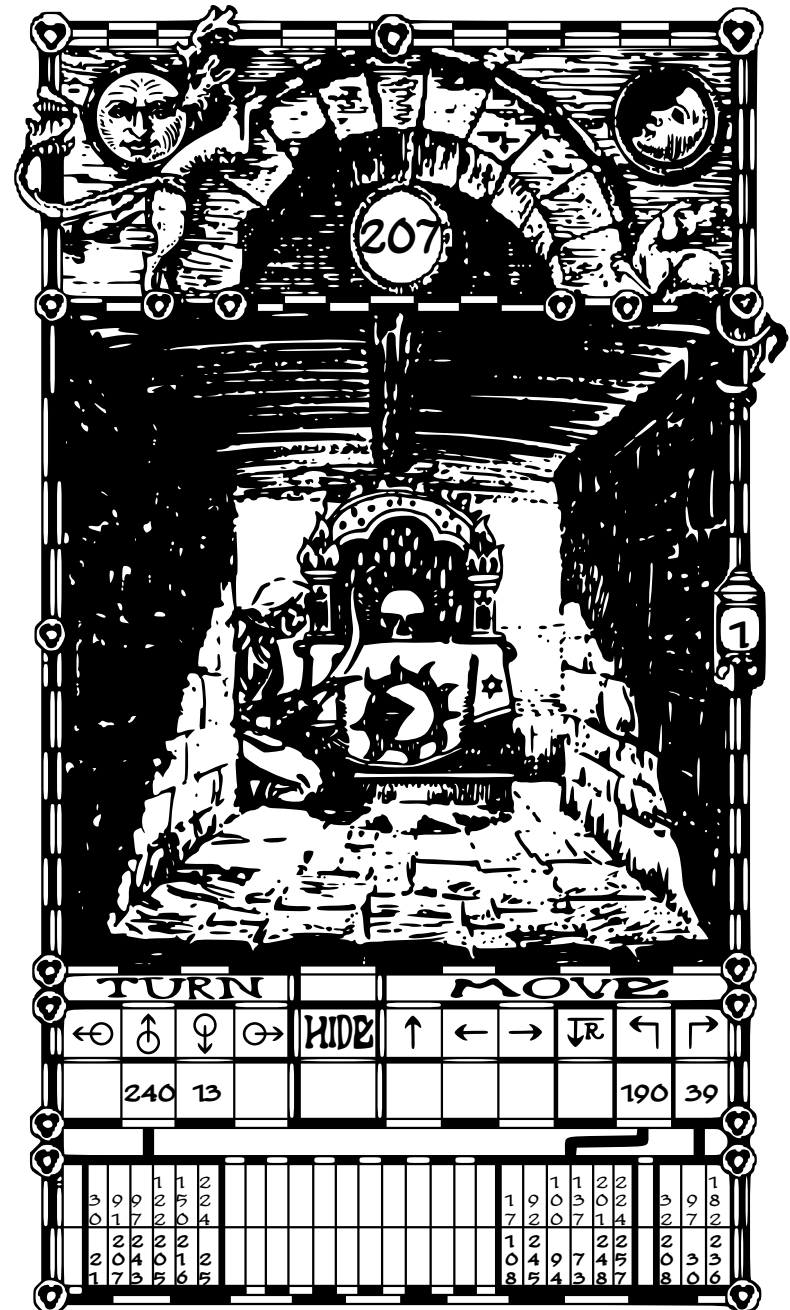


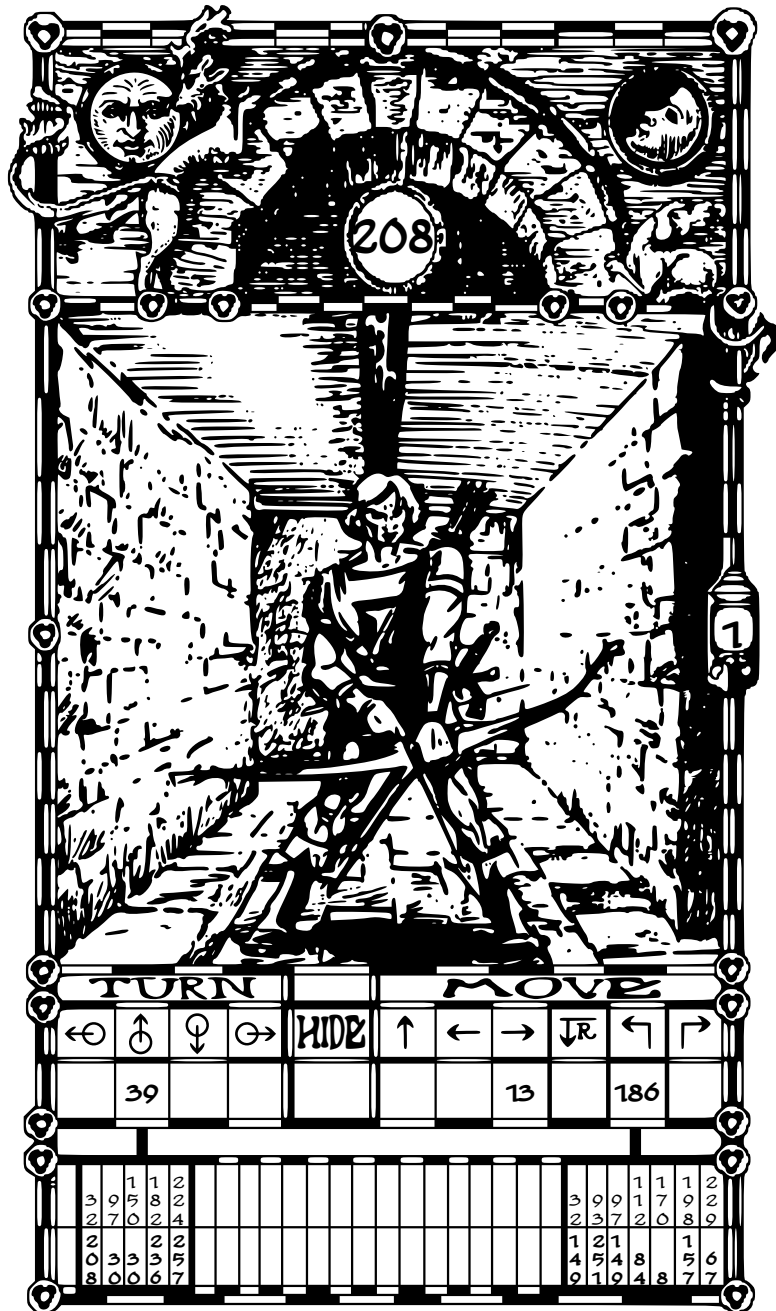




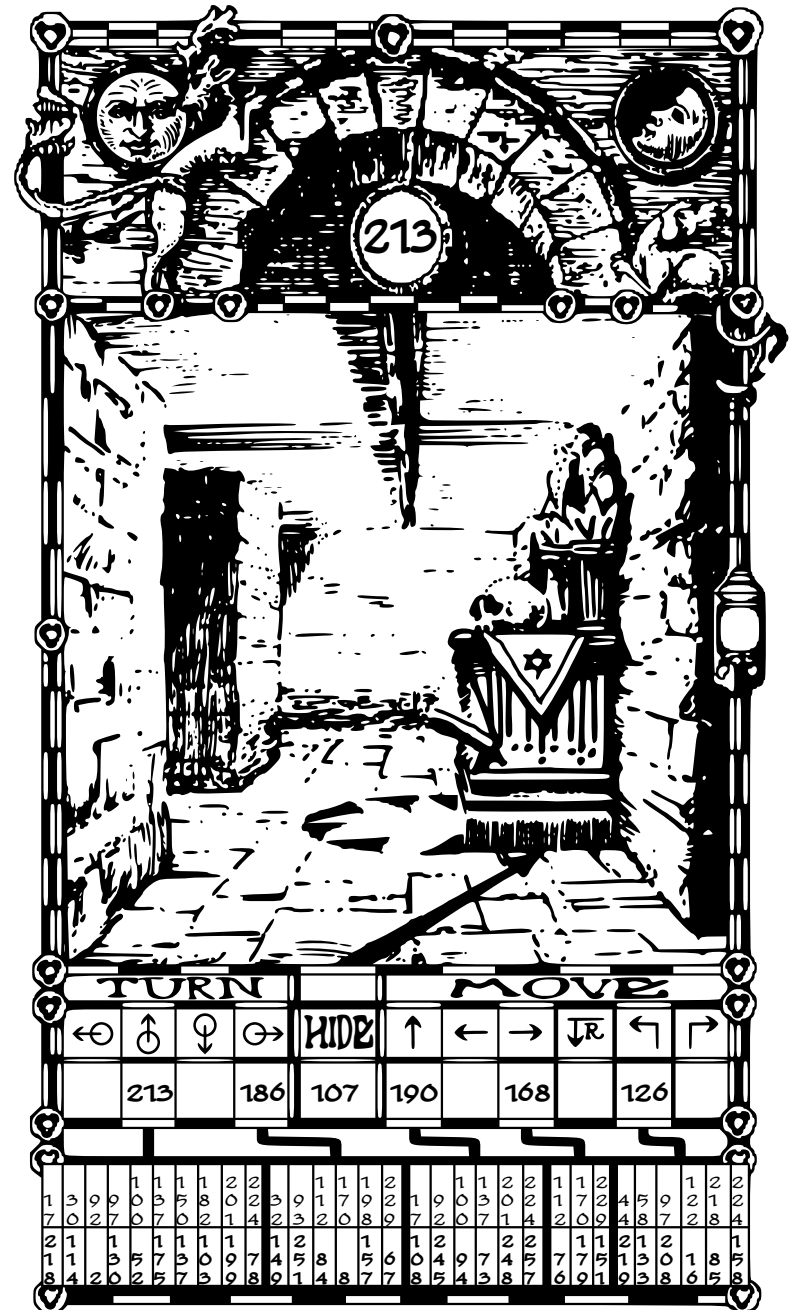


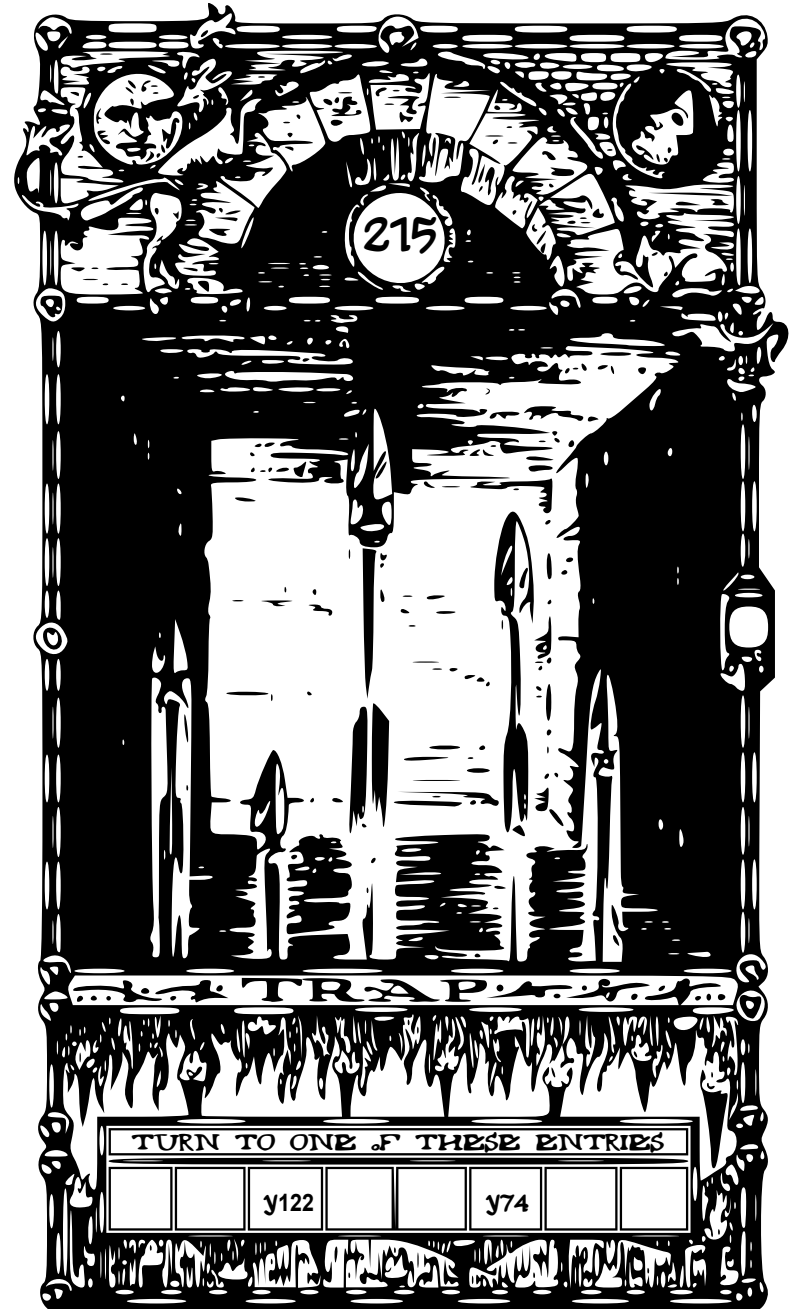












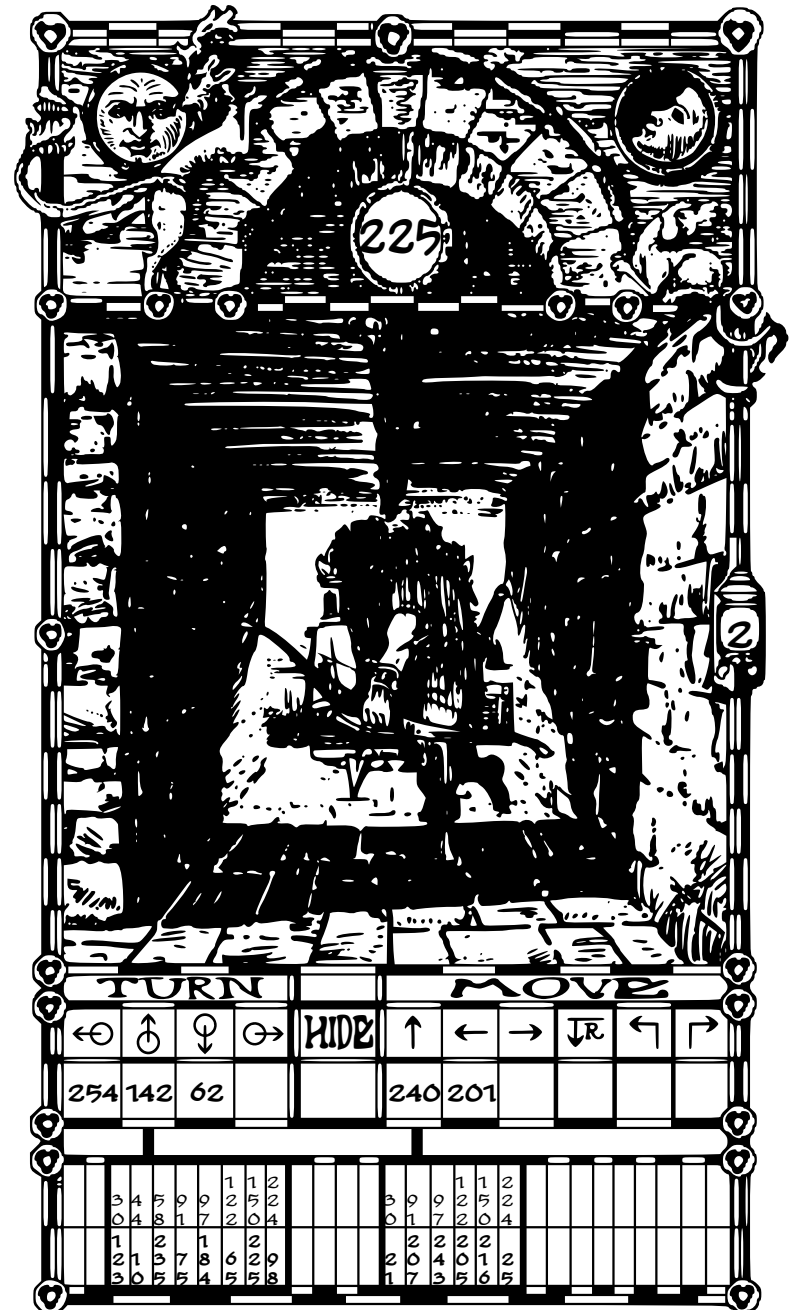
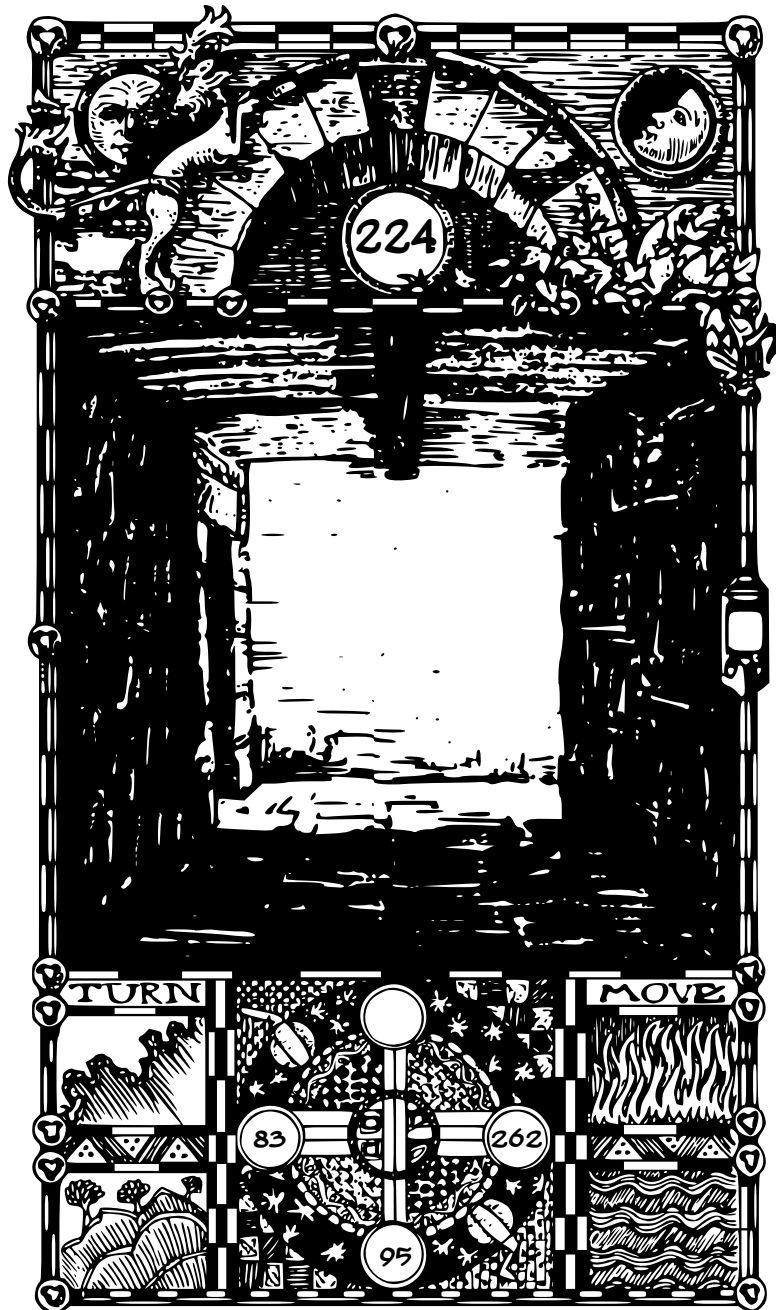


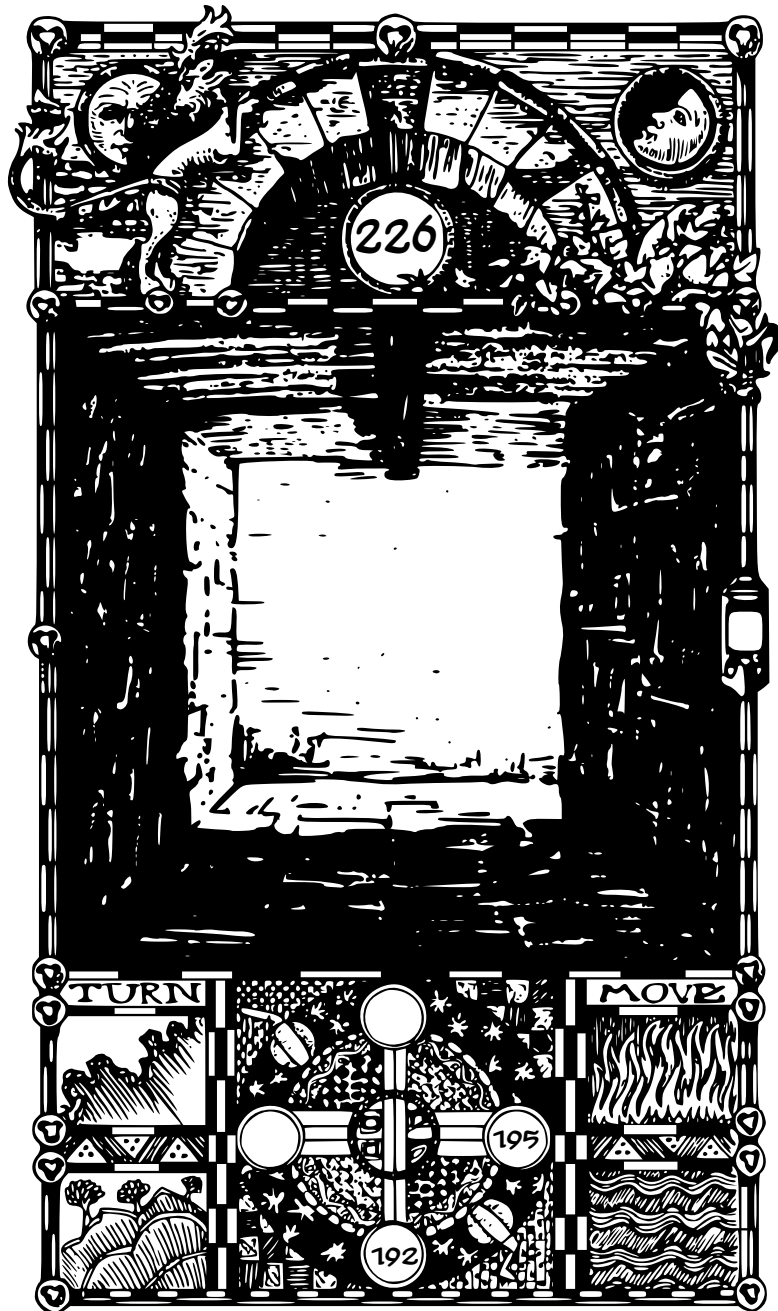












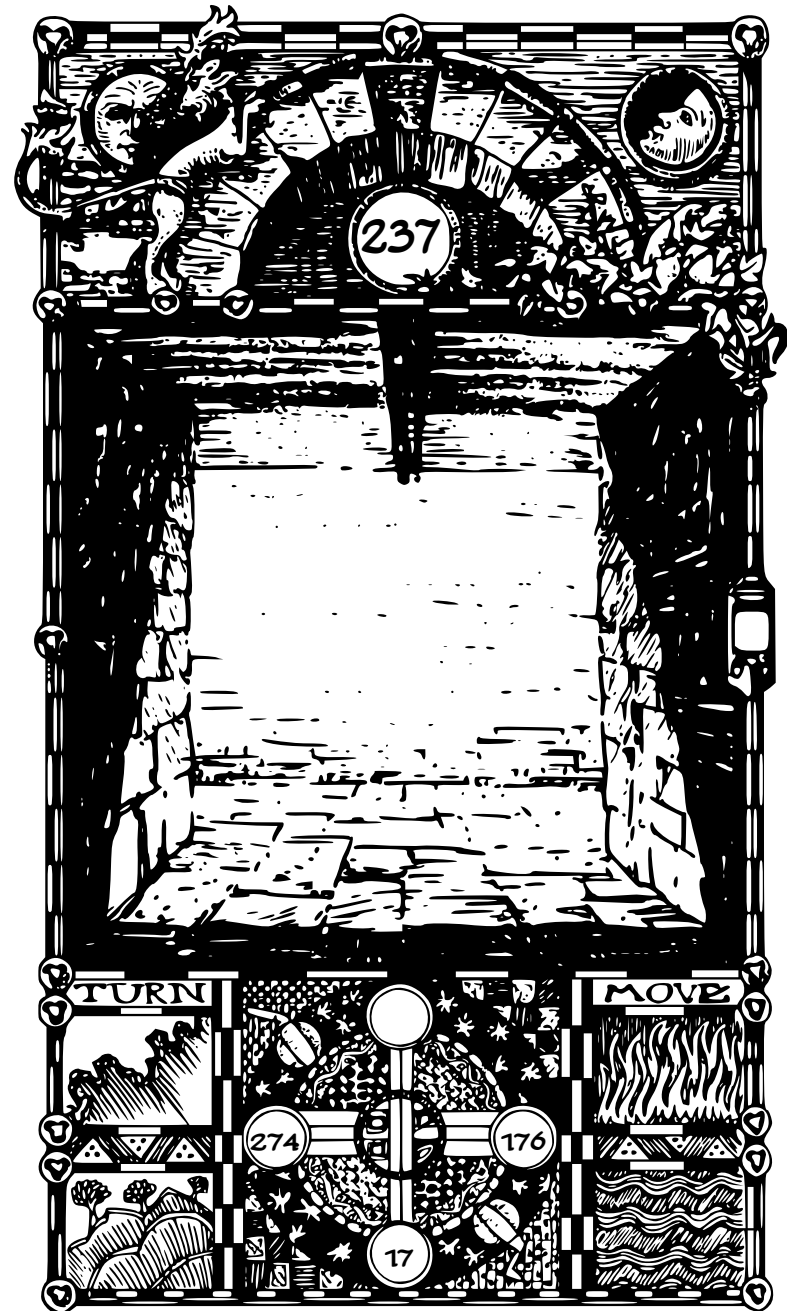




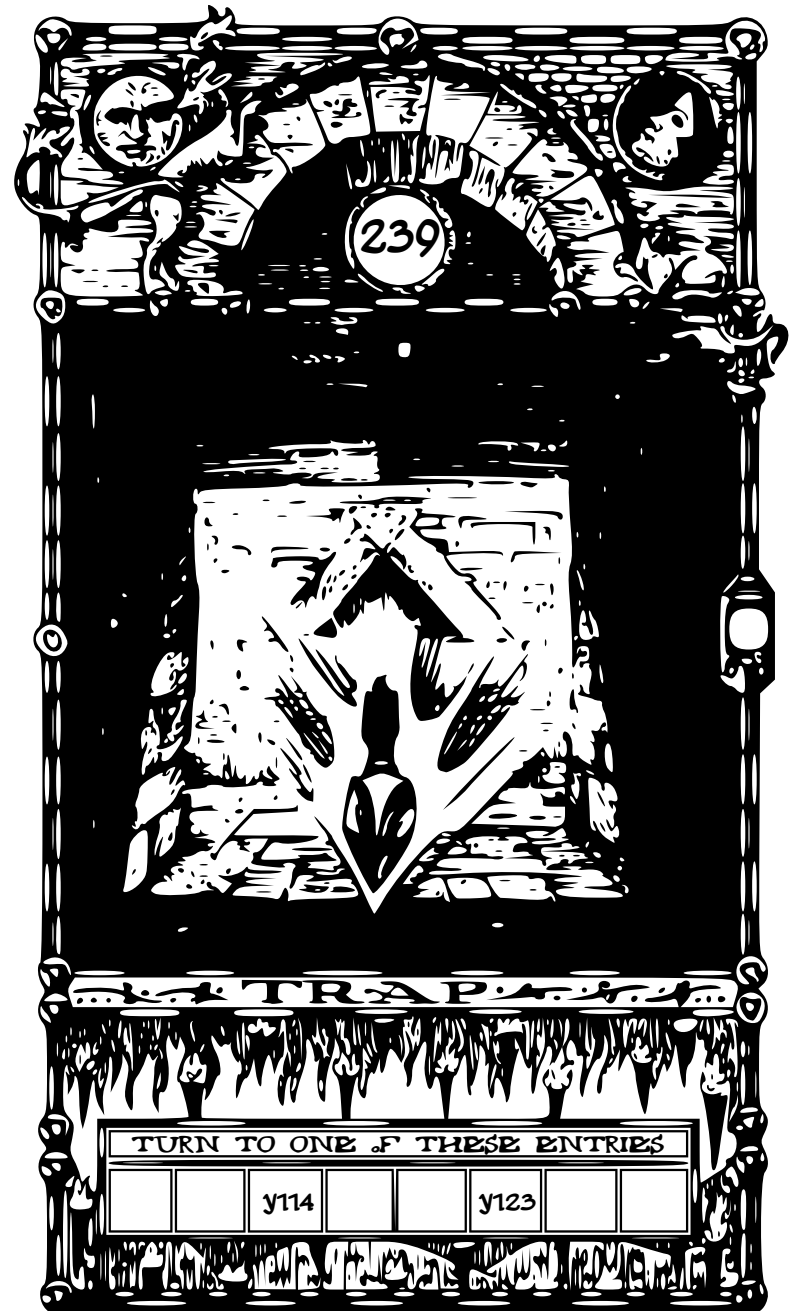
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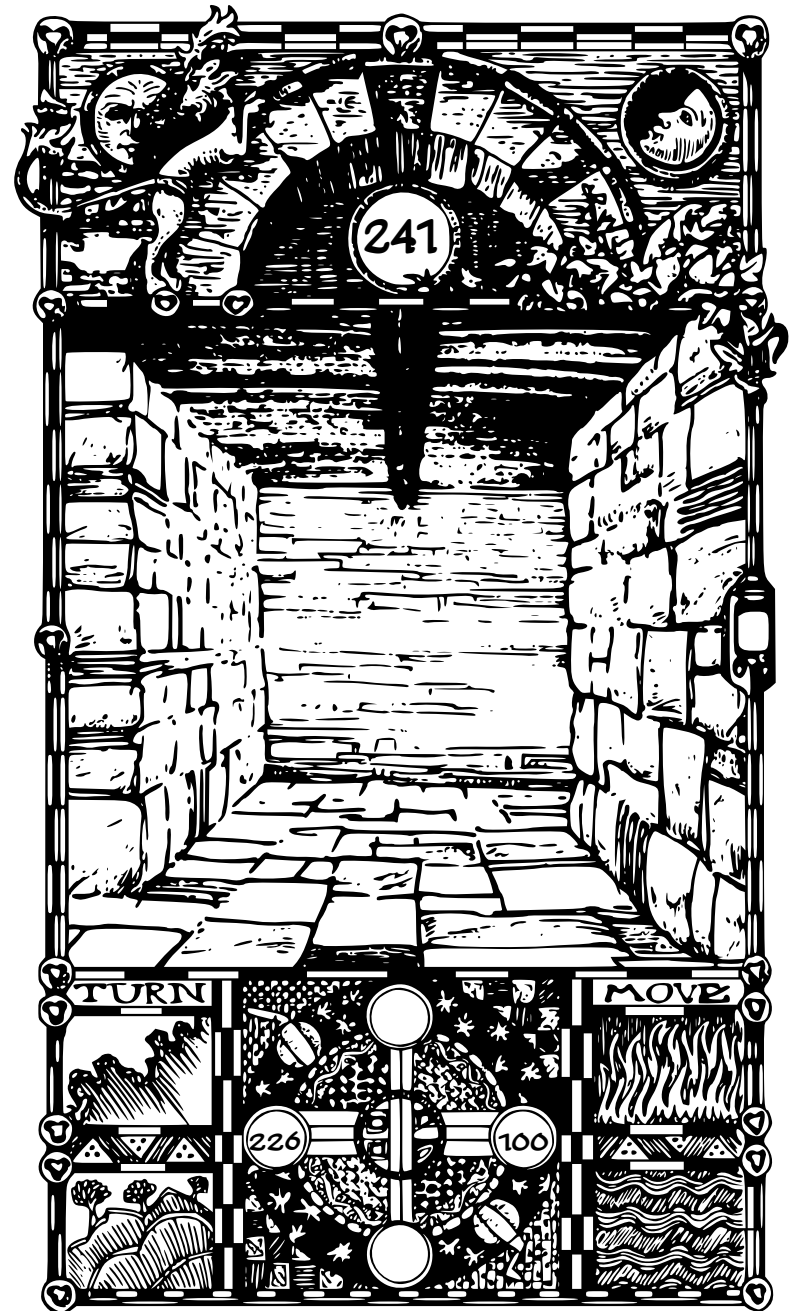
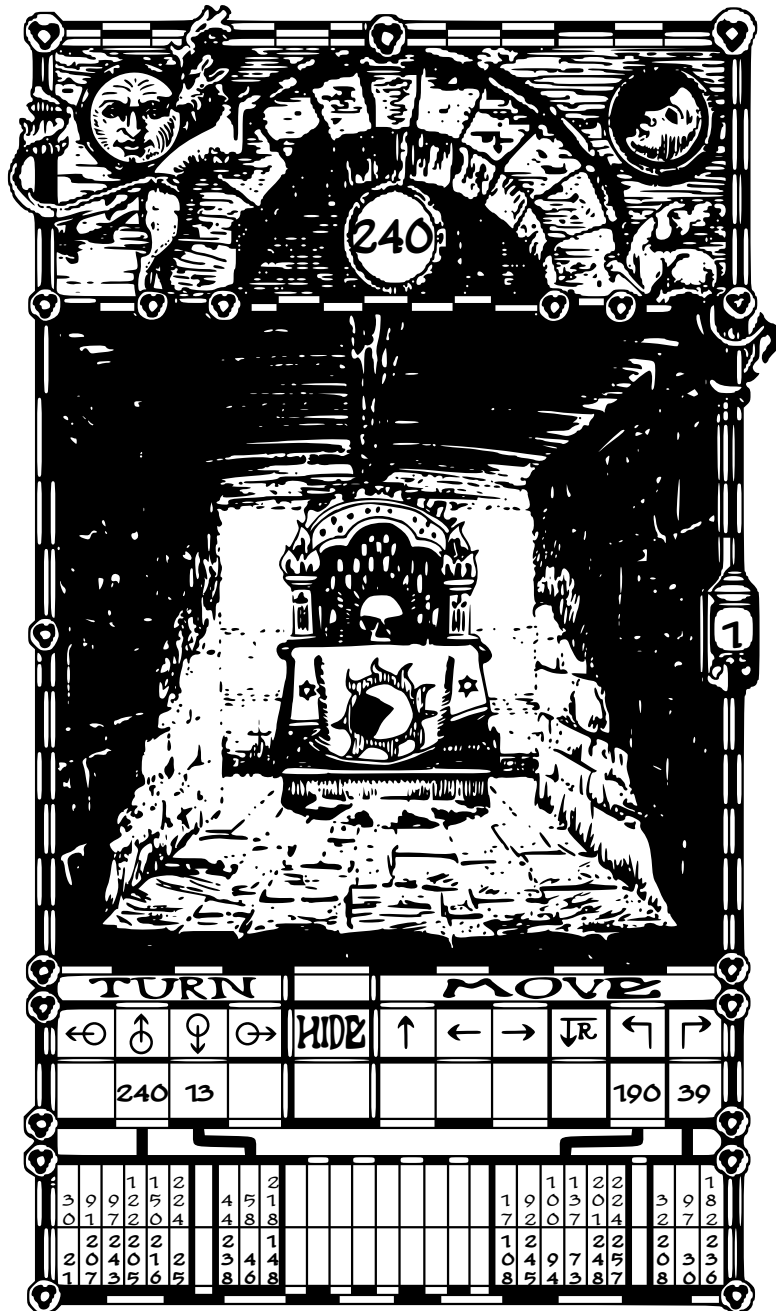






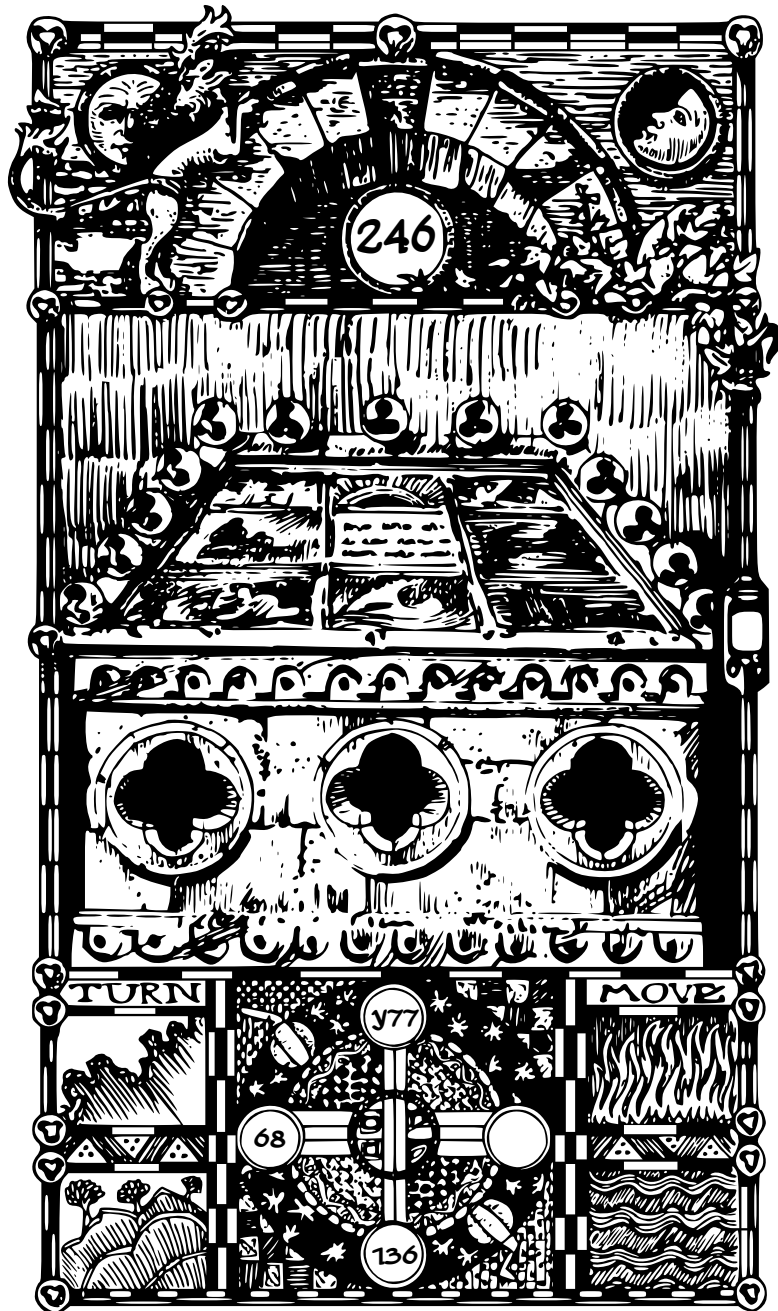










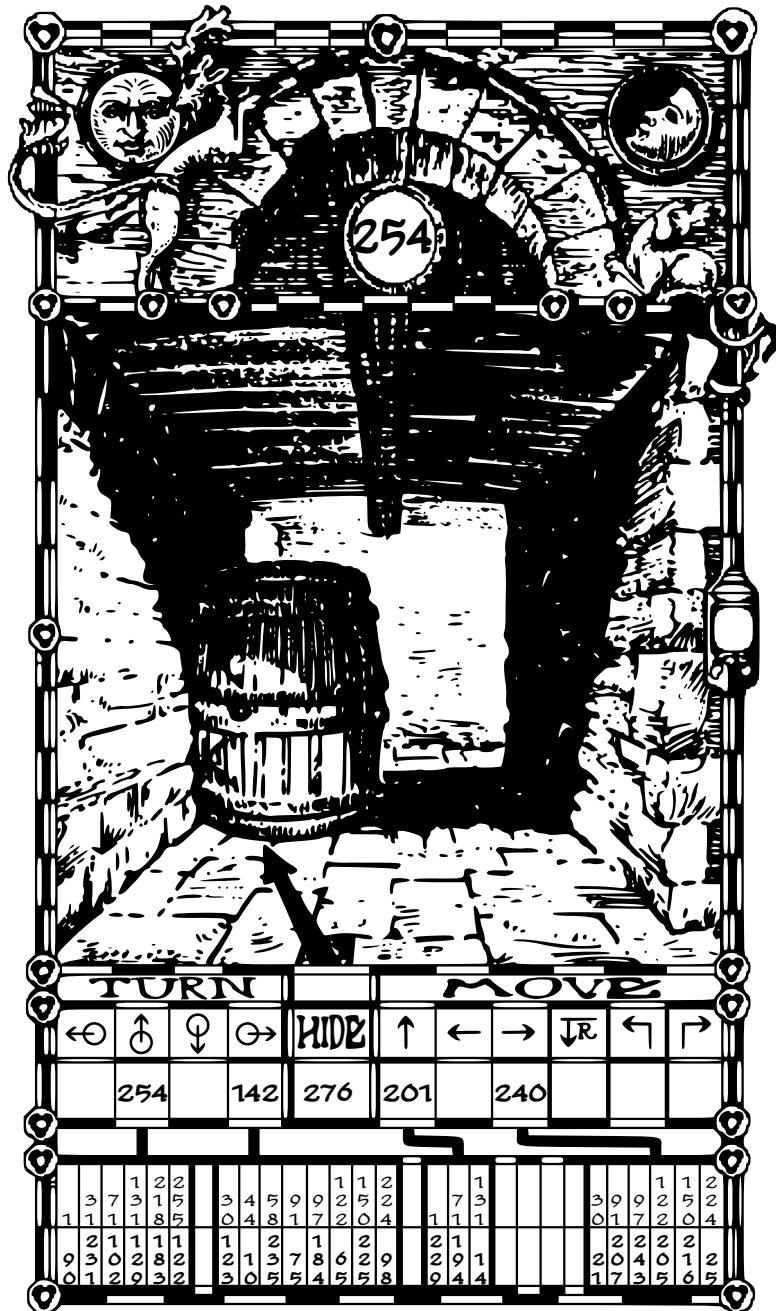




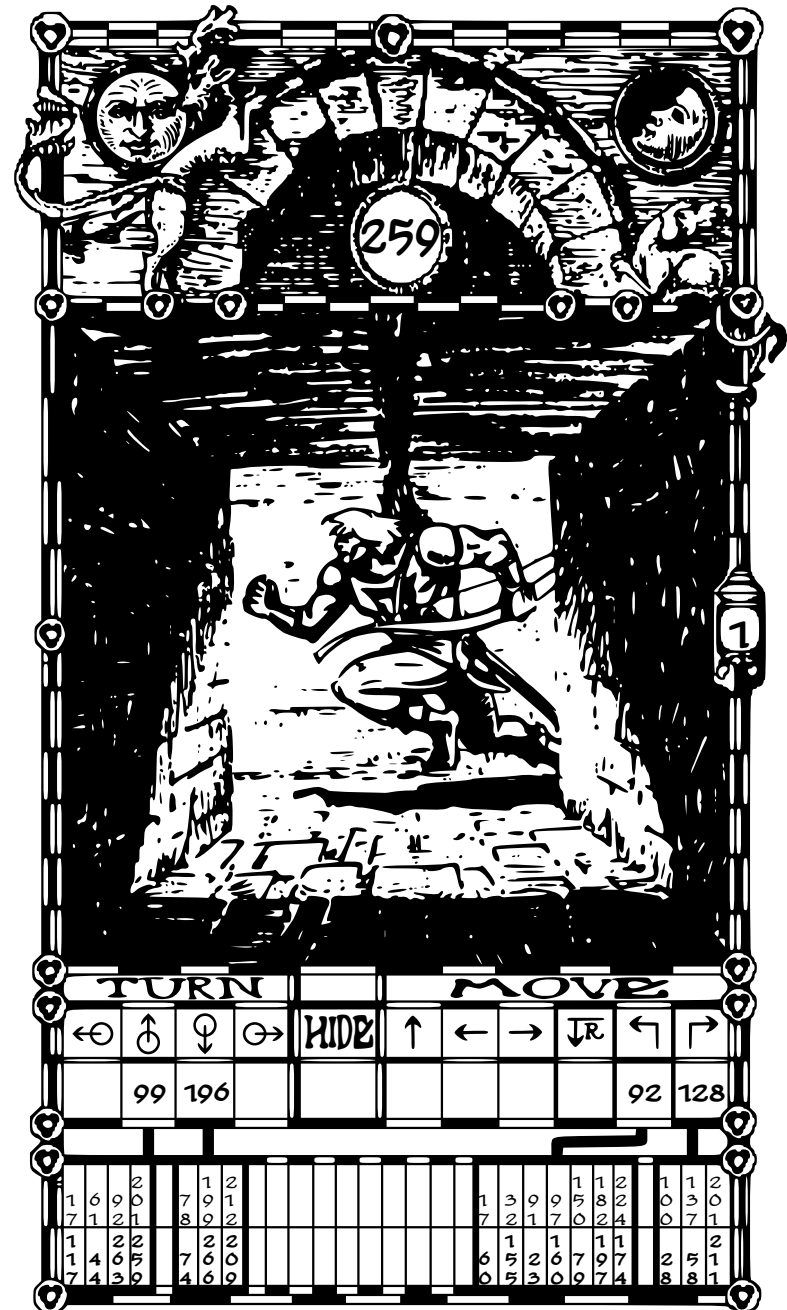
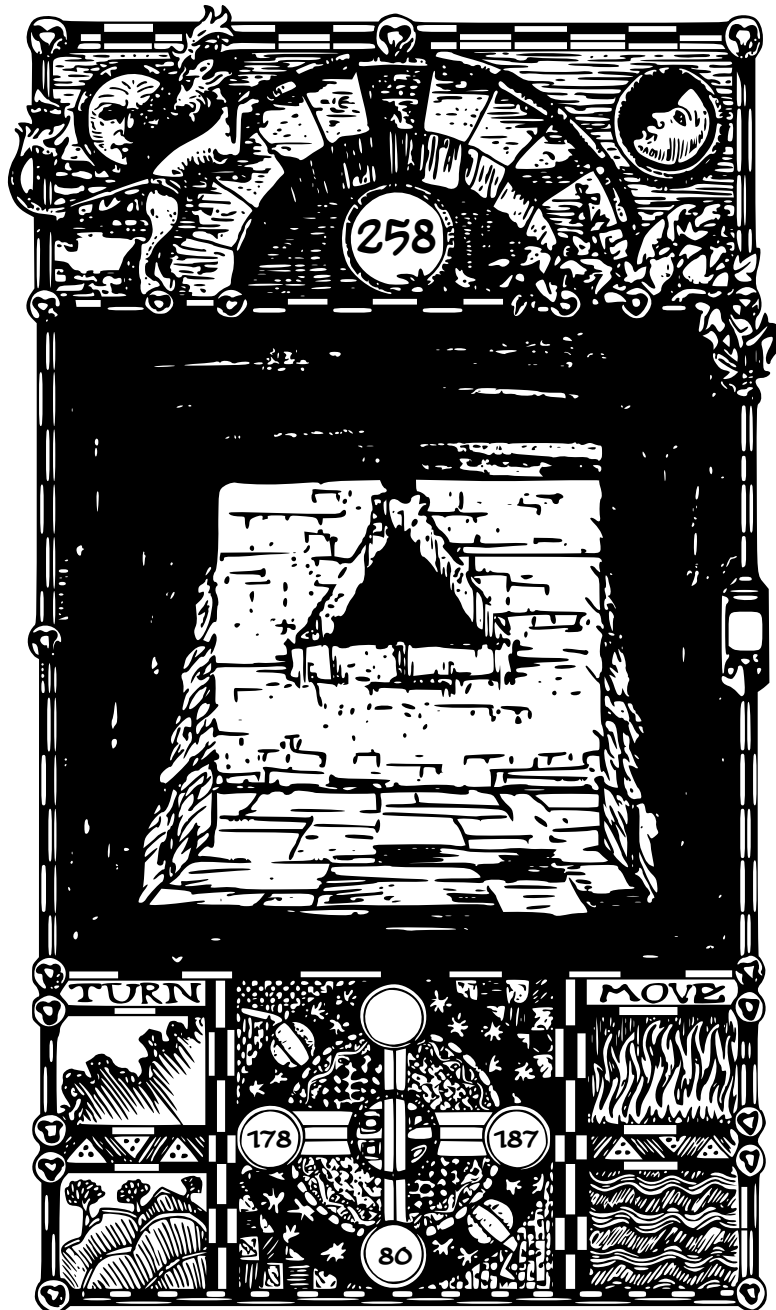


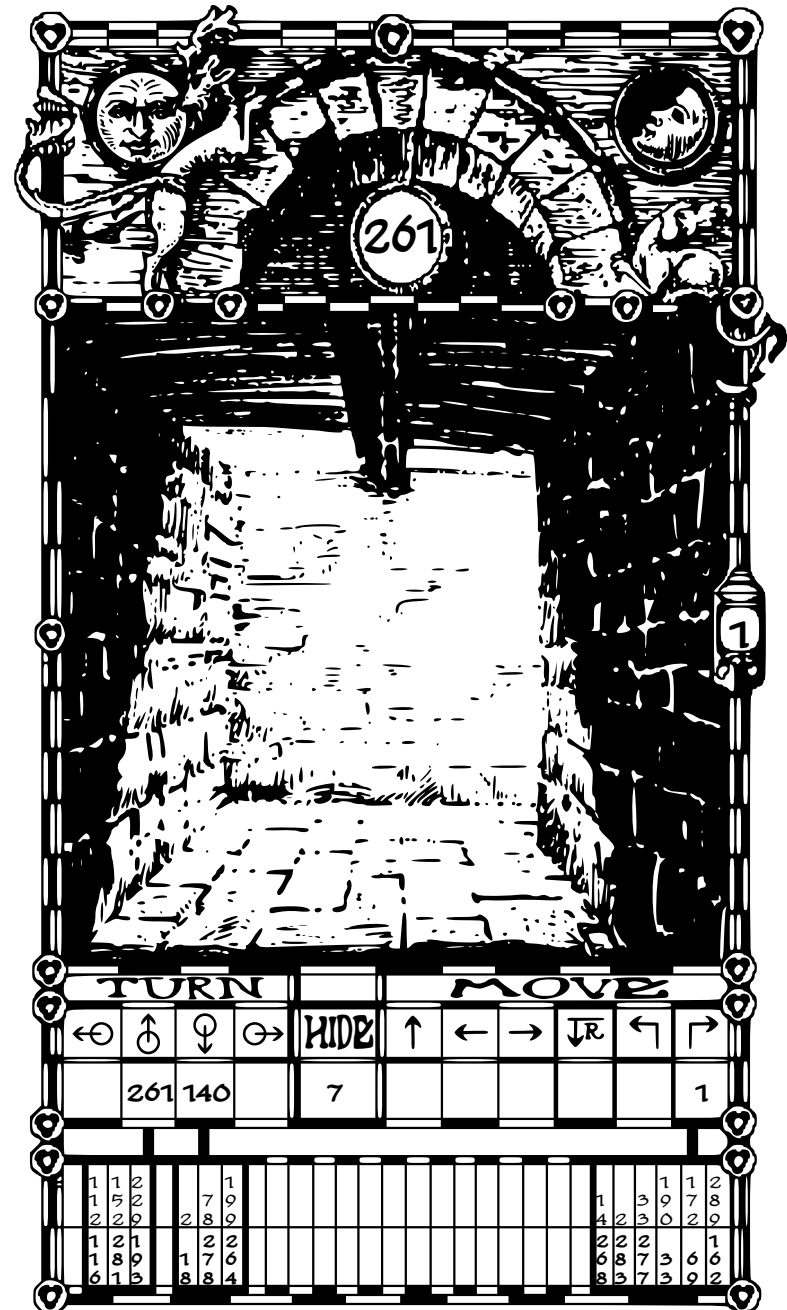
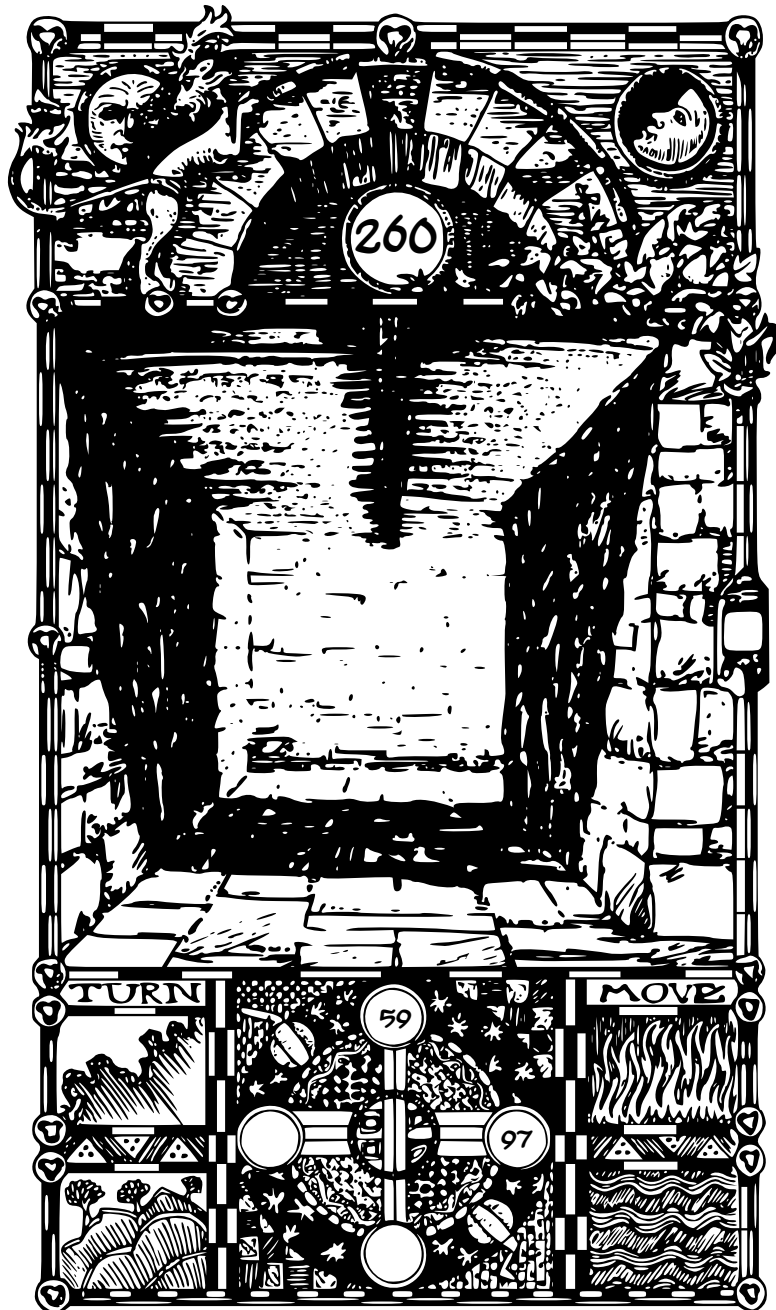


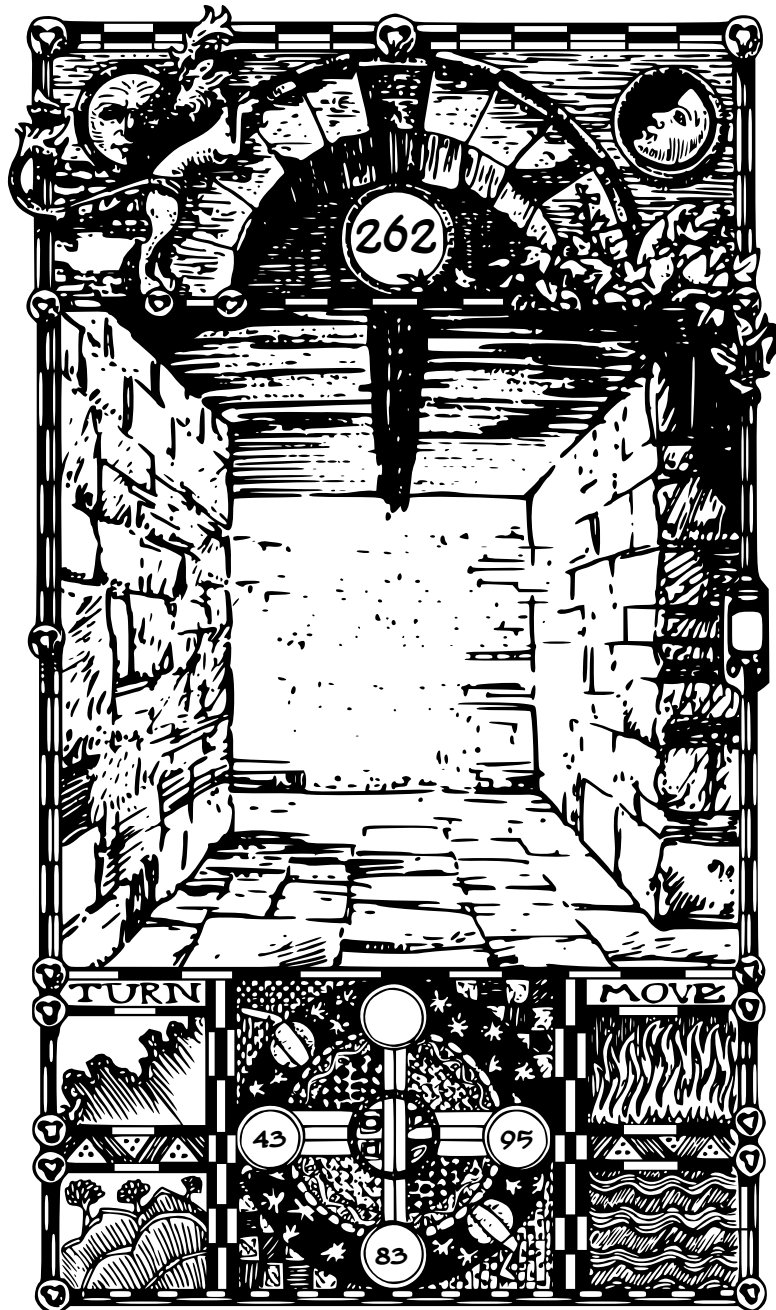


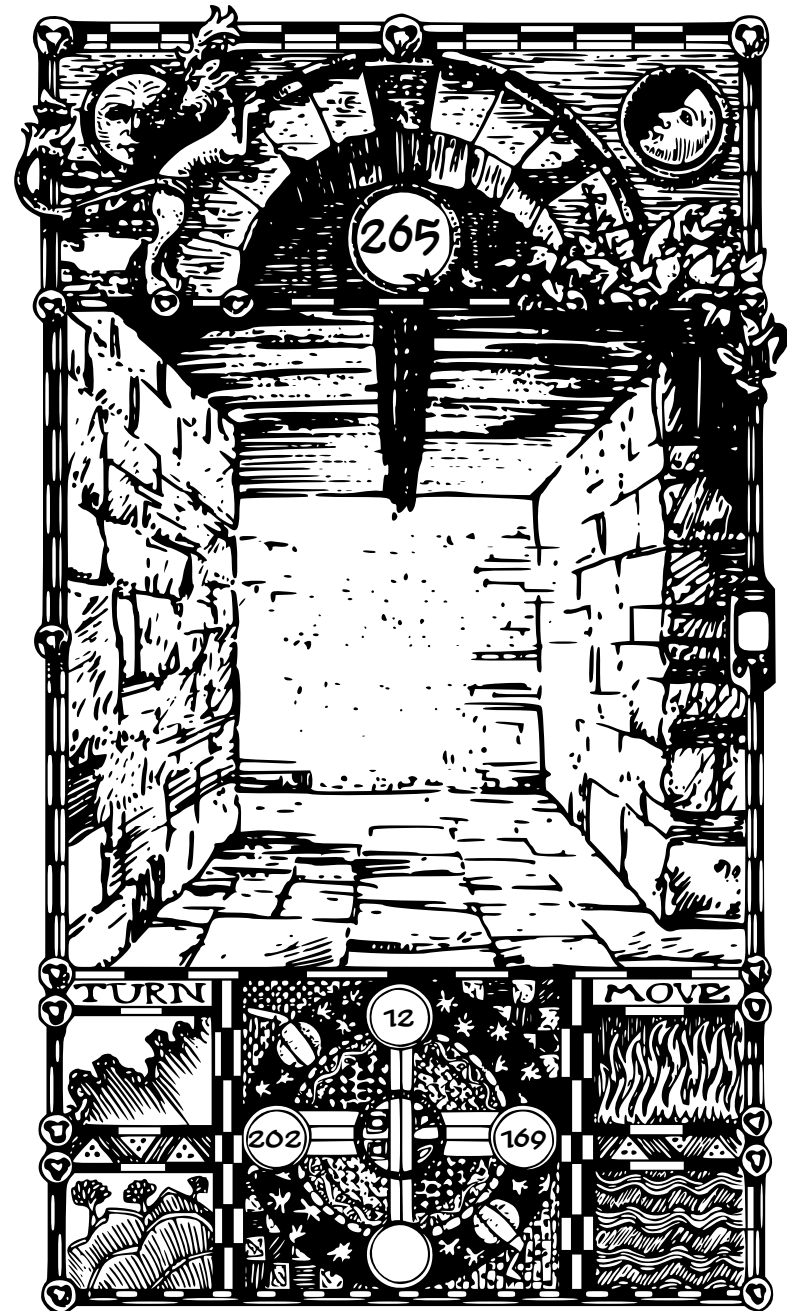


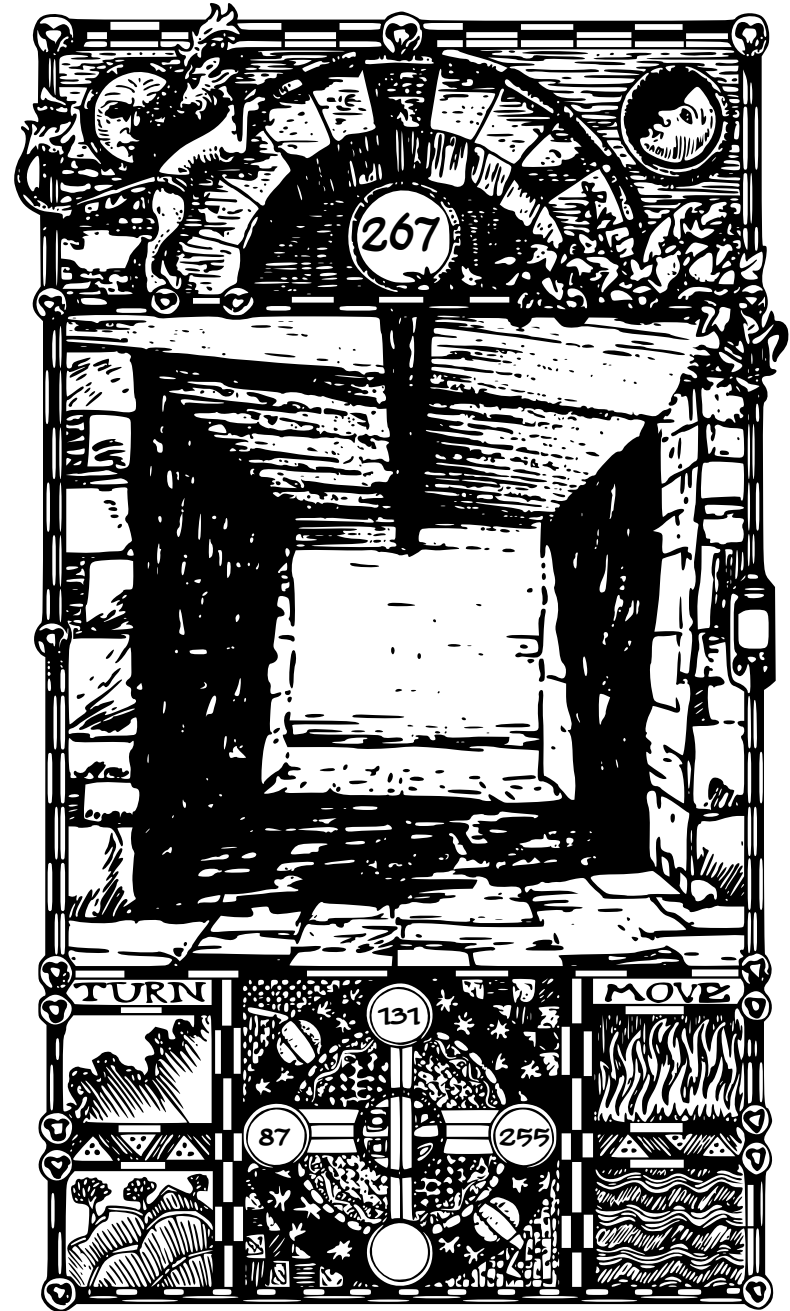








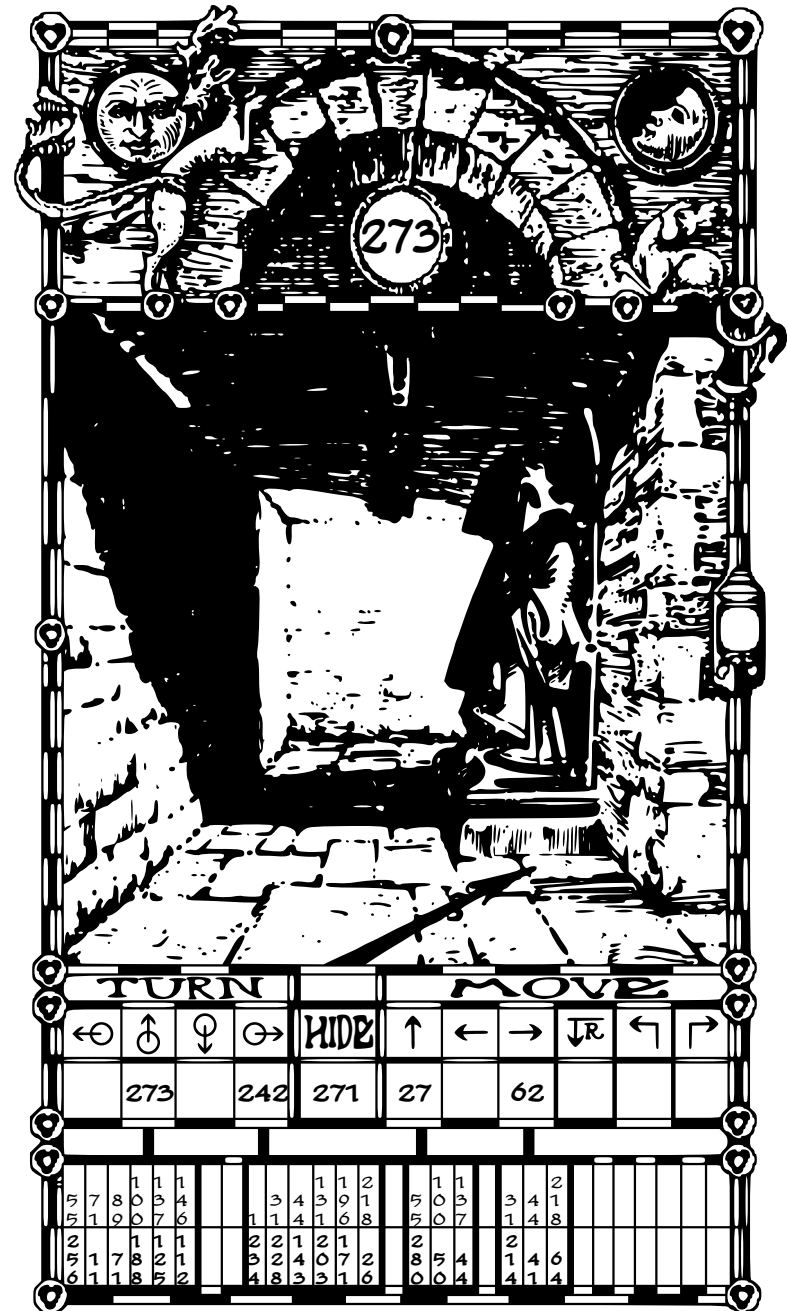












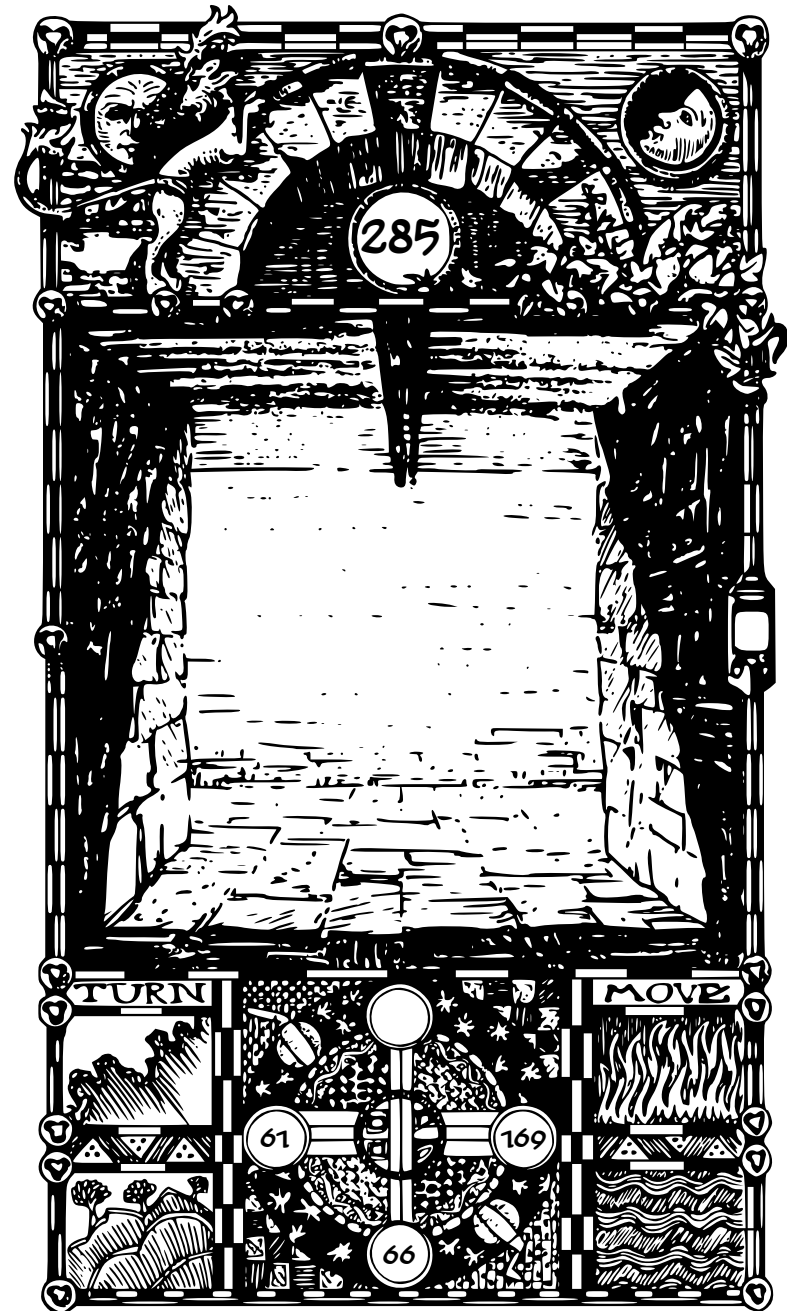
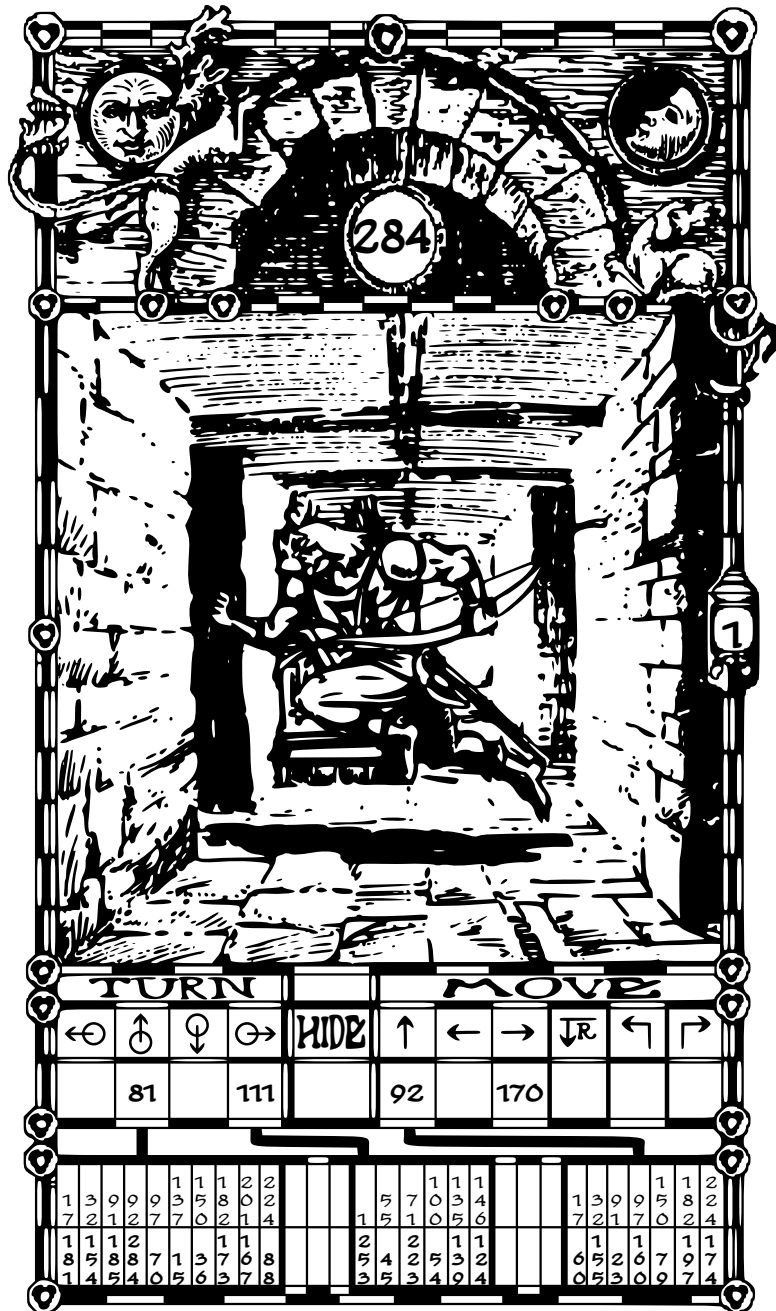














# SPECIAL INFORMATION ENTRIES

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- Y1:** As you insert the Key and twist it, a blast of fire engulfs your arm—lose 4 ENDURANCE.  
If you wish to try using another treasure item, turn to **Y100**.  
If you choose to leave and continue your search, turn to **page 141**.
- Y2:** ‘Fool!’ growls the ferryman, and thrusts his spear at your chest. Its sharp tip grazes your skin—lose 1 ENDURANCE.  
If you wish to show the ferryman another treasure item, turn back to **Y84**.  
If you wish to retreat out of range of his weapon, turn to **page 66**.
- Y3:** You hold the Opal close to the keyhole and suddenly it emits a bright blue light. Silently the door swings open to reveal a small room beyond. Lying there on the floor is a Quartz Ring. Tick treasure item ‘Q’ on your **Solo Sheet** and write ‘Quartz Ring’ beside it. Well done! Another treasure for your list. Restore 5 ENDURANCE and turn to **page 262**.
- Y4:** You hold the Opal close to the keyhole and a tongue of flame leaps out and stabs your hand—lose 2 ENDURANCE.  
If you wish to try using another treasure item, turn to **Y50**.  
If you wish to leave and continue your search, turn to **page 202**.

- Y5:** He snorts his contempt and jabs at your chest. The tip gashes your ribs—lose 2 ENDURANCE.  
If you wish to try showing him another treasure item, turn to **Y84**.  
If you wish to retreat out of range of his weapon, turn to **page 66**.
- Y6:** You insert the Gold Coin into the slot in the door and immediately both doors swing open to reveal a beautiful Jadestone lying on a shelf, your Gold Coin resting beside it. Tick treasure item ‘J’ on your Solo Sheet and write ‘Jadestone’ in the space beside it. Well done! You are one step nearer to your goal. Continue your search by turning back to **page 150**.
- Y7:** ‘Bah!’ snorts the ferryman and, without warning, he lunges forward. The tip of his spear opens a nasty gash in your shoulder—lose 2 ENDURANCE.  
If you wish to try showing him another treasure item, turn to **Y84**.  
If you wish to retreat out of range of his weapon, turn to **page 66**.
- Y8:** The message inscribed on the frame of this painting says:  
*‘Show me what you can see  
and you’ll unlock my treasury.’*  
Which treasure item will you use to release the treasure item held within this painting?  
If you have and wish to use:
- |                  |             |                   |            |
|------------------|-------------|-------------------|------------|
| Item ‘J’ turn to | <b>Y101</b> | Item ‘O’ turn to  | <b>Y24</b> |
| Item ‘K’ turn to | <b>Y75</b>  | Item ‘P’ turn to  | <b>Y38</b> |
| Item ‘L’ turn to | <b>Y67</b>  | Item ‘Q’ turn to  | <b>Y30</b> |
| Item ‘M’ turn to | <b>Y51</b>  | Item ‘R’ turn to  | <b>Y44</b> |
| Item ‘N’ turn to | <b>Y17</b>  | Gold Coin turn to | <b>Y97</b> |
- If you do not wish to use any treasure items, continue your search by turning to **page 250**.

**Y9:** You hold the Pearl to the keyhole and a dart shoots out and embeds itself in your wrist—lose 3 ENDURANCE.

If you wish to try using another treasure item, turn to **Y50**.

If you wish to continue your search, turn to **page 202**.

**Y10:** You hold the Jadestone to the lock and a sharp spike drops from the ceiling, grazing the back of your hand. It is poisoned—lose 4 ENDURANCE.

If you wish to try using another treasure item, turn to **Y85**.

If you wish to continue your search, turn to **page 252**.

**Y11:** A tongue of flame hits you in the chest—lose 3 ENDURANCE.

If you wish to try using another treasure item, turn to **Y34**.

If you wish to continue with your search, turn to **page 35**.

**Y12:** You insert the Key and a bolt of power paralyses your arm—lose 4 ENDURANCE.

If you wish to try using another treasure item, turn to **Y89**.

If you wish to continue your search, turn to **page 83**.

**Y13:** You press the Lodestone into the keyhole and receive a blow to the back of your head. A stone has dropped from the ceiling above—lose 1 ENDURANCE.

If you wish to try using another treasure item, turn to **Y100**.

If you wish to continue your search, turn to **page 141**.

**Y14:** You push your Gold Coin into the keyhole and it flies out like a bullet, hitting you in the stomach—lose 2 ENDURANCE.

If you wish to try another treasure item, turn to **Y50**.

If you wish to leave and continue, turn to **page 202**.

**Y15:** You recognise the shrine in which you discovered the Key. It no longer contains any treasure.

Turn to **page 136**.

**Y16:** You place the Needle on the seat but nothing happens.

If you wish to try another treasure item, turn to **Y70**.

If you wish to search elsewhere, turn to **page 40**.

**Y17:** You push the needle into the canvas. It flies out and embeds itself in your chin—lose 1 ENDURANCE.

If you wish to try using another treasure item, turn to **Y8**.

If you decide to search elsewhere, turn to **page 250**.

**Y18:** The instant you push the Needle into the lock, it shoots out and sticks into your palm—lose 1 ENDURANCE.

If you wish to use another treasure item, turn to **Y100**.

If you wish to search elsewhere, turn to **page 141**.

**Y19:** A barbed arrow shoots from a hidden slit in the wall and grazes your neck—lose 3 ENDURANCE.

If you wish to try another treasure item, turn to **Y77**.

If you wish to search elsewhere, turn to **page 246**.

**Y20:** You recognise the statue that yielded up to you the Needle. It contains no other treasure.

Turn to *page 212*.

**Y21:** Suddenly the floor drops away to reveal a deep dark pit. You leap backwards just in time to avoid falling in and soon the floor rises to seal off this deadly trap.

Turn to *page 210*.

**Y22:** You slip the Gold Coin into the lock and receive a sharp electric shock—lose 1 ENDURANCE.

If you wish to try using a different treasure item, turn to **Y85**.

If you wish to search elsewhere, turn to *page 252*.

**Y23:** Sticky yellow liquid squirts from two pipes near the ceiling. It's acid! Lose 2 ENDURANCE.

Turn to *page 237*.

**Y24:** You hold the Opal up to the canvas but nothing happens.

If you wish to try using another treasure item, turn to **Y8**.

If you wish to search elsewhere, turn to *page 250*.

**Y25:** He grunts his displeasure and stabs at your head. The sharp tip nicks your ear—lose 1 ENDURANCE.

If you wish to try using another treasure item, turn to **Y84**.

If you wish to retreat out of range of the spear, turn to *page 66*.

**Y26:** You insert the Needle into the lock. A hooked claw snaps down from the door handle and gouges the back of your hand—lose 1 ENDURANCE.

If you wish to try using another treasure item, turn to **Y89**.

If you wish to continue your search elsewhere, turn to *page 83*.

**Y27:** Steel spikes shoot up from the floor and pierce your feet—lose 5 ENDURANCE.

If you wish to try using another treasure item, turn to **Y70**.

If you wish to search elsewhere, turn to *page 40*.

**Y28:** As soon as the Needle touches the shrine it leaps back at you and sinks into your skin—lose 1 ENDURANCE.

If you wish to try using another treasure item, turn to **Y77**.

If you wish to search elsewhere, turn to *page 246*.

**Y29:** You insert and twist the Key. The door swings back to reveal a gleaming Ruby. Tick treasure item 'R' on your **Solo Sheet** and write 'Ruby' in the space beside it. You have located another treasure item—restore 5 ENDURANCE and turn to *page 121*.

**Y30:** You rest the Quartz Ring on the lip of the frame but nothing happens.

If you wish to try using another treasure item, turn to **Y8**.

If you wish to continue your search elsewhere, turn to *page 250*.

**Y31:** You insert the Needle into the lock but to no effect.

If you wish to try using another treasure item, turn to **Y50**.

If you wish to search elsewhere, turn to *page 202*.

**Y32:** You insert the Key into the hollow lock and turn it. A jet of colourless gas shoots out and chokes in your throat—lose 3 ENDURANCE.

If you wish to try using another treasure item, turn to **Y85**.

If you wish to search elsewhere, turn to **page 252**.

**Y33:** You recognise this door. The room beyond it is where you found the Mirror and it is now empty of treasure.

Turn to **page 141**.

**Y34:** Inscribed into the statue is the following clue:

*'Place in my hand a blood-red stone  
and you will reap a treasure **sewn**.'*

Which treasure will you place in the hand of the statue?

If you have and wish to use:

Item 'J' turn to	<b>Y87</b>	Item 'O' turn to	<b>Y11</b>
Item 'K' turn to	<b>Y57</b>	Item 'P' turn to	<b>Y49</b>
Item 'L' turn to	<b>Y91</b>	Item 'Q' turn to	<b>Y63</b>
Item 'M' turn to	<b>Y105</b>	Item 'R' turn to	<b>Y55</b>
Item 'N' turn to	<b>Y20</b>	Gold Coin turn to	<b>Y106</b>

If you do not wish to place any item in the hand of the statue, turn to **page 35**.

**Y35:** The ferryman laughs mockingly and launches a vicious attack that opens a wound in your side—lose 3 ENDURANCE.

If you wish to try showing him another treasure item, turn to **Y84**.

If you wish to retreat out of range of the spear, turn to **page 66**.

**Y36:** A beam of intense light shoots from the mirror and dazzles you—lose 1 ENDURANCE.

If you wish to try another treasure item, turn to **Y77**.

If you decide to search elsewhere, turn to **page 246**.

**Y37:** A blast of scalding steam shoots up from holes in the floor. You are caught in the blast and lose 2 ENDURANCE.

Turn to **page 89**.

**Y38:** You place the Pearl on the frame. A column of flame shoots down from above and scorches your shoulder—lose 4 ENDURANCE.

If you wish to try using another treasure item, turn to **Y8**.

If you wish to search elsewhere, turn to **page 250**.

**Y39:** A panel drops in the wall ahead and a cloud of arrows screams towards your chest. Before you can dive for cover you are wounded in the arm and neck—lose 4 ENDURANCE.

Turn to **page 270**.

**Y40:** You place the Pearl into the keyhole. It shoots back at your face like a slingshot—lose 3 ENDURANCE.

If you wish to try using another treasure item, turn to **Y89**.

If you wish to search elsewhere, turn to **page 83**.

**Y41:** A blast of fire shoots from the arm of the throne and burns your leg—lose 3 ENDURANCE.

If you wish to try using another treasure item, turn to **Y70**.

If you wish to search elsewhere, turn to **page 40**.

**Y42:** You recognise the chest in which you discovered the Opal. It is now empty of treasure.

Turn to **page 87**.

**Y43:** A mighty crackling roar fills your ears as a torrent of raw lightning rips into your legs. You cannot avoid the blast—lose 3 ENDURANCE.

Turn to **page 192**.

**Y44:** You hold the Ruby in front of the canvas. Suddenly, the gem and your hand are engulfed in ice—lose 3 ENDURANCE.

If you wish to try using another treasure item, turn to **Y8**.

If you wish to search elsewhere, turn to **page 250**.

**Y45:** The Lodestone is too big to insert into the keyhole.

If you wish to try another treasure item, turn to **Y50**.

If you wish to search elsewhere, turn to **page 202**.

**Y46:** You place the Gold Coin on the shelf but nothing happens.

If you wish to try using another treasure item, turn to **Y77**.

If you wish to leave the shrine and search elsewhere, turn to **page 246**.

**Y47:** You hold the Jadestone to the keyhole. It emits a sharp howl that pierces your ears—lose 2 ENDURANCE.

If you wish to try using another treasure item, turn to **Y100**.

If you wish to search elsewhere, turn to **page 141**.

**Y48:** A fierce blue flame shoots from the shrine and hits your chest—lose 4 ENDURANCE.

If you wish to try using another treasure item, turn to **Y77**.

If you wish to leave and search elsewhere, turn to **page 246**.

**Y49:** The Pearl suddenly burns your fingers—lose 1 ENDURANCE.

If you wish to try using another treasure item, turn to **Y34**.

If you choose to search elsewhere, turn to **page 35**.

**Y50:** Written on a scroll nailed to the centre of the door is the following message:

*‘Unlock this door and you will find  
a wondrous treasure lies behind.’*

Which of your treasure items will you use to unlock this door?

If you have and wish to use:

Item ‘J’ turn to	<b>Y66</b>	Item ‘O’ turn to	<b>Y4</b>
Item ‘K’ turn to	<b>Y29</b>	Item ‘P’ turn to	<b>Y9</b>
Item ‘L’ turn to	<b>Y45</b>	Item ‘Q’ turn to	<b>Y102</b>
Item ‘M’ turn to	<b>Y68</b>	Item ‘R’ turn to	<b>Y88</b>
Item ‘N’ turn to	<b>Y31</b>	Gold Coin turn to	<b>Y14</b>

If you choose not to unlock this door, turn to **page 202**.

**Y51:** You hold the Mirror up to the painting and hear a soft *click*. A panel in the frame flips open to reveal a marbled Lodestone. Tick treasure item ‘L’ on your **Solo Sheet**, and write ‘Lodestone’ in the space beside it. Bravo! Another treasure item has been found—restore 5 ENDURANCE and turn to **page 138**.

**Y52:** You put your Gold Coin on the seat but nothing happens.

If you wish to try using another treasure item, turn to **Y70**.

If you wish to leave and search elsewhere, turn to **page 40**.

**Y53:** A flash of sparks erupts as soon as the Jadestone touches the shrine. Your fingers are burnt—lose 3 ENDURANCE.

If you wish to try another treasure item, turn to **Y77**.

If you choose to search elsewhere, turn to **page 246**.

**Y54:** You insert the Gold Coin into the lock and twist it—nothing happens.

If you wish to try another treasure item, turn to **Y100**.

If you wish to leave and search elsewhere, turn to **page 141**.

**Y55:** You place the Ruby in the hand of the statue and a silvery glow fills its stony palm. As the light fades you see a Needle lying beside your Ruby. Tick treasure item ‘N’ on your **Solo Sheet** and write ‘Needle’ in the space beside it. You have found another treasure item—restore 5 ENDURANCE and turn to **page 212**.

**Y56:** You recognise the door of the room in which you found the Quartz Ring. The room is now empty of treasure.

Turn to **page 262**.

**Y57:** You rest the Key on the hand and a freezing blast of icy-cold gas hisses from the mouth of the statue—lose 4 ENDURANCE.

If you wish to try using another treasure item, turn to **Y34**.

If you wish to leave and search elsewhere, turn to **page 35**.

**Y58:** He scowls and jabs at you with his spear. The sharp tip lifts a furrow of skin from your scalp—lose 3 ENDURANCE.

If you wish to show him another treasure item, turn back to **Y84**.

If you wish to retreat out of range of his spear, turn to **page 66**.

**Y59:** You hold the mirror to the lock but to no effect.

If you wish to try using another treasure item, turn to **Y85**.

If you wish to leave and search elsewhere, turn to **page 252**.

**Y60:** You hold the Ruby to the keyhole but nothing happens.

If you wish to try using another treasure item, turn back to **Y100**.

If you wish to search elsewhere, turn to **page 141**.

**Y61:** The Jadestone shimmers and glows. As the light fades you see a beautiful Pearl resting on the seat beside it. Tick treasure item ‘P’ on your **Solo Sheet** and write ‘Pearl’ in the space beside it. You have gained another treasure for your list—restore 5 ENDURANCE and turn to **page 63**.

**Y62:** You hold the Lodestone to the keyhole. A jet of noxious gas billows out and engulfs you—lose 2 ENDURANCE.

If you wish to try using another treasure item, turn to **Y89**.

If you wish to search elsewhere, turn to **page 83**.

**Y63:** The Quartz Ring begins to vibrate. The sound builds until the pain in your ears becomes unbearable—lose 2 ENDURANCE.

If you wish to try using another treasure item, turn to **Y34**.

If you wish to search elsewhere, turn to **page 35**.

**Y64:** A dagger drops from the ceiling and stabs your arm—lose 3 ENDURANCE.

If you wish to try using another treasure item, turn to **Y70**.

If you wish to search elsewhere, turn to **page 40**.

**Y65:** You place the Lodestone into the shrine but nothing happens.

If you wish to try using another item, turn to **Y77**.

If you wish to search elsewhere, turn to **page 246**.

**Y66:** As you hold the Jadestone to the keyhole, an electrical shock paralyses your entire arm—lose 3 ENDURANCE.

If you choose to try another treasure item, turn to **Y50**.

If you wish to search elsewhere, turn to **page 202**.

**Y67:** You recognise the painting that once held the Lodestone. The frame no longer contains any treasure.

Turn to **page 138**.

**Y68:** A blast of cold air freezes the mirror to your hands—lose 1 ENDURANCE.

If you wish to try another treasure item, turn to **Y50**.

If you decide to search elsewhere, turn to **page 202**.

**Y69:** You hold the Ruby to the keyhole but nothing happens.

If you wish to try using another treasure item, turn to **Y89**.

If you choose to search elsewhere, turn to **page 83**.

**Y70:** Engraved upon a plaque fixed to the back of the throne is the following message:

*‘Hard as rock, green as sea,  
from the deep your reward shall be.’*

Which of your treasure items will you place on the throne to unlock its hidden secret?

If you have and wish to use:

Item ‘J’ turn to	<b>Y61</b>	Item ‘O’ turn to	<b>Y27</b>
Item ‘K’ turn to	<b>Y82</b>	Item ‘P’ turn to	<b>Y71</b>
Item ‘L’ turn to	<b>Y110</b>	Item ‘Q’ turn to	<b>Y64</b>
Item ‘M’ turn to	<b>Y41</b>	Item ‘R’ turn to	<b>Y93</b>
Item ‘N’ turn to	<b>Y16</b>	Gold Coin turn to	<b>Y52</b>

If you do not wish to place any treasure item on the seat of the throne, continue your search by turning to **page 40**.

**Y71:** You recognise this throne—it is where you found the Pearl. It no longer contains any treasure.

Turn to **page 63**.

**Y72:** You insert the Needle into the hollow lock and the lid of the chest flies open. Inside you find a glittering Opal. Tick treasure item ‘O’ on your **Solo Sheet** and write ‘Opal’ in the space beside it. Well done! Another treasure item for your list—restore 6 ENDURANCE and turn to **page 87**.

**Y73:** ‘You dare to insult me!’ shouts the ferryman, and thrusts his spear at your chest. The point grazes your side—lose 1 ENDURANCE.

If you wish to show him another treasure item, turn to **Y84**.

If you wish to retreat out of range of his spear, turn to **page 66**.

**Y74:** A flurry of arrows shoots out of the ground around your feet. Desperately you throw yourself forward to avoid being hit and escape with just a graze—lose 1 ENDURANCE.

Turn to **page 32**.

**Y75:** You place the Key on the frame and a stabbing pain paralyses your fingers—lose 2 ENDURANCE.

If you wish to try another treasure item, turn to **Y8**.

If you wish to search elsewhere, turn to **page 250**.

**Y76:** A giant steel ball swings down from the ceiling, threatening to decapitate you. But your razor-sharp instinct for survival saves you and you escape with just a bruised shoulder—lose 1 ENDURANCE.

Turn to **page 159**.

**Y77:** A plaque fixed to the roof of the shrine reads:

*‘Place within a gem of the deep  
and you shall have a key to keep.’*

Which treasure item will you place in the shrine in order to receive another?

If you have and wish to use:

Item ‘J’ turn to	<b>Y53</b>	Item ‘O’ turn to	<b>Y48</b>
Item ‘K’ turn to	<b>Y15</b>	Item ‘P’ turn to	<b>Y103</b>
Item ‘L’ turn to	<b>Y65</b>	Item ‘Q’ turn to	<b>Y19</b>
Item ‘M’ turn to	<b>Y36</b>	Item ‘R’ turn to	<b>Y92</b>
Item ‘N’ turn to	<b>Y28</b>	Gold Coin turn to	<b>Y46</b>

If you do not wish to place a treasure item into the shrine, turn to **page 246** and resume your search.

**Y78:** You slip the Quartz Ring around the door knob and silently it swings open. There before you, on a raised stone plinth, you see a gilt Mirror. Tick treasure item ‘M’ on your **Solo Sheet** and write ‘Mirror’ in the space beside it. You have located another treasure—restore 6 ENDURANCE and turn to **page 141**.

**Y79:** As you place the Gold Coin into the keyhole, a blast of steam scalds your hand—lose 2 ENDURANCE.

If you wish to try using another treasure item, turn to **Y89**.

If you choose to search elsewhere, turn to **page 83**.

**Y80:** Upon seeing the Lodestone, the ferryman lowers his spear and removes a flute from his pocket. He blows a shrill note and instantly a raft materializes, roped to the jetty. He beckons you to climb aboard and swiftly steers the craft across the underground river. As it grounds on the opposite bank, he congratulates you and bids you farewell for you have conquered the dungeon of Castle Whitefire. Now turn to **page 175** to assess your level of victory.

**Y81:** You insert the Pearl into the hollow lock. A bolt of forked lightning shoots from the lock and burns your chest—lose 4 ENDURANCE.

If you wish to try another treasure item, turn to **Y85**.

If you wish to search elsewhere, turn to **page 252**.

**Y82:** You place the Key on the throne but nothing happens.

If you wish to try another treasure item, turn to **Y70**.

If you choose to search elsewhere, turn to **page 40**.

**Y83:** You place the Mirror to the lock and try to reflect some light into it. Nothing happens.

If you wish to try using another treasure item, turn to **Y89**.

If you wish to search elsewhere, turn to **page 83**.

**Y84:** As you approach the jetty, a shimmering mist arises which gradually takes the solid form of a formidable warrior. He glares and lowers his spear alarmingly towards your chest.

‘I am the ferryman,’ he snarls. ‘Show me a treasure, a stone of iron, and I shall ferry you to freedom.’

In order to cross this underground river and escape from the White Warlord’s dungeon you must show the ferryman the one treasure item he demands to see. But which one?

If you have and wish to show him:

Item ‘J’ turn to	<b>Y2</b>	Item ‘O’ turn to	<b>Y7</b>
Item ‘K’ turn to	<b>Y104</b>	Item ‘P’ turn to	<b>Y58</b>
Item ‘L’ turn to	<b>Y80</b>	Item ‘Q’ turn to	<b>Y35</b>
Item ‘M’ turn to	<b>Y96</b>	Item ‘R’ turn to	<b>Y25</b>
Item ‘N’ turn to	<b>Y73</b>	Gold Coin turn to	<b>Y5</b>



If you do not wish to show him any treasure items, turn to **page 66** and choose a new course of action.

- Y85:** Fixed to the top of the chest is a small plate inscribed with the following riddle:

*'The key to me could make you cry.  
It has a point—it has an eye.'*

Which treasure item will you use to try to unlock the chest?

Item 'J' turn to	<b>Y10</b>	Item 'O' turn to	<b>Y42</b>
Item 'K' turn to	<b>Y32</b>	Item 'P' turn to	<b>Y81</b>
Item 'L' turn to	<b>Y95</b>	Item 'Q' turn to	<b>Y107</b>
Item 'M' turn to	<b>Y59</b>	Item 'R' turn to	<b>Y99</b>
Item 'N' turn to	<b>Y72</b>	Gold Coin turn to	<b>Y22</b>

If you do not wish to try to open the chest, turn to **page 252**.

- Y86:** You hold the Opal near to the lock but nothing happens.

If you wish to try another treasure item, turn to **Y100**.

If you wish to search elsewhere, turn to **page 141**.

- Y87:** You rest the Jadestone on the statue's hand but nothing happens.

If you wish to try another treasure item, turn to **Y34**.

If you choose to search elsewhere, turn to **page 35**.

- Y88:** You recognise this door. It leads to the room in which you found the Ruby. The room is now empty of treasure.

Turn to **page 121**.

- Y89:** The riddle written above the door knob reads:

*'The light of a gem will let you see  
the treasure that lies behind me.'*

Which treasure item will you use to open this door?

If you have and wish to use:

Item 'J' turn to	<b>Y109</b>	Item 'O' turn to	<b>Y3</b>
Item 'K' turn to	<b>Y12</b>	Item 'P' turn to	<b>Y40</b>
Item 'L' turn to	<b>Y62</b>	Item 'Q' turn to	<b>Y56</b>
Item 'M' turn to	<b>Y83</b>	Item 'R' turn to	<b>Y69</b>
Item 'N' turn to	<b>Y26</b>	Gold Coin turn to	<b>Y79</b>

If you do not wish to try to open the door, continue your search by turning to **page 83**.

- Y90:** The floor drops away beneath your feet and you fall into a pit of sharpened stakes—lose 4 ENDURANCE. Soon, the floor rises up and seals off this deadly trap.

Turn to **page 97**.

- Y91:** The Lodestone triggers a trap above your head. A large boulder hits your head—lose 5 ENDURANCE.

If you are still alive and wish to choose another treasure item, turn to **Y34**.

If you wish to search elsewhere, turn to **page 35**.

- Y92:** The Ruby begins to glow red hot in your hand—lose 4 ENDURANCE.

If you wish to try using another treasure item, turn to **Y77**.

If you wish to search elsewhere, turn to **page 246**.

- Y93:** An icy blast of air hits you full in the face—lose 1 ENDURANCE.

If you wish to try using another treasure item, turn to **Y70**.

If you choose to search elsewhere, turn to **page 40**.

**Y94:** A massive scythe swings out of the wall and opens a deep cut above your knee before retracting back out of sight. You lose 3 ENDURANCE.

Turn to **page 152**.

**Y95:** You put the Lodestone into the hollow lock but nothing happens.

If you wish to try using another treasure item, turn to **Y85**.

If you choose to search elsewhere, turn to **page 252**.

**Y96:** ‘Foolish mortal!’ growls the ferryman, and thrusts with his spear. The weapon skewers your forearm as you reel back from the attack—lose 4 ENDURANCE.

If you wish to show him another treasure item, turn back to **Y84**.

If you wish to retreat out of range of his spear, turn to **page 66**.

**Y97:** You hold the Gold Coin up to the canvas but to no avail.

If you wish to try using another treasure item, turn to **Y8**.

If you choose to search elsewhere, turn to **page 250**.

**Y98:** A sharp stone shoots out of the far wall but you duck in time to avoid being seriously injured.

Turn to **page 224**.

**Y99:** You press the Ruby into the hollow lock but nothing happens.

If you wish to try using another treasure item, turn to **Y85**.

If you wish to search elsewhere, turn to **page 252**.

**Y100:** Engraved on a metal plate fixed to the door is the following message:

*‘A ring of rock as clear as ice,  
open this door or pay the price.’*

Which treasure item will you use to unlock this door?

If you have and wish to use:

Item ‘J’ turn to	<b>Y47</b>	Item ‘O’ turn to	<b>Y86</b>
Item ‘K’ turn to	<b>Y1</b>	Item ‘P’ turn to	<b>Y108</b>
Item ‘L’ turn to	<b>Y13</b>	Item ‘Q’ turn to	<b>Y78</b>
Item ‘M’ turn to	<b>Y33</b>	Item ‘R’ turn to	<b>Y60</b>
Item ‘N’ turn to	<b>Y18</b>	Gold Coin turn to	<b>Y54</b>

If you do not wish to try to unlock this door, turn to **page 141**.

**Y101:** You hold the Jadestone up to the painting and you are stunned by a deafening bang—lose 1 ENDURANCE.

If you wish to try using another treasure item, turn to **Y8**.

If you choose to search elsewhere, turn to **page 250**.

**Y102:** You hold the Quartz Ring to the keyhole but nothing happens.

If you wish to try using another treasure item, turn to **Y50**.

If you choose to search elsewhere, turn to **page 202**.

**Y103:** The moment the Pearl touches the shrine a Key appears beside it. Tick treasure item ‘K’ and write ‘Key’ beside it on your **Solo Sheet**. Another treasure item, well done! Restore 4 ENDURANCE and turn to **page 136**.

**Y104:** The ferryman sneers as he lunges forward. The tip of his spear pierces your thigh—lose 3 ENDURANCE.

If you wish to show him another treasure item, return to **Y84**.

If you wish to retreat out of range of his spear, turn to **page 66**.

**Y105:** You place the Mirror in the hand of the statue but nothing happens.

If you wish to try another treasure item, turn to **Y34**.

If you decide to leave the statue and continue your search, turn to **page 35**.

**Y106:** You place the Gold Coin in the hand but nothing happens.

If you wish to try using another treasure item, turn to **Y34**.

If you wish to search elsewhere, turn to **page 35**.

**Y107:** You place the Quartz Ring into the lock. A tiny needle stabs your finger. It's poisoned! Lose 3 ENDURANCE.

If you wish to try a different treasure item, turn to **Y85**.

If you wish to search elsewhere, turn to **page 252**.

**Y108:** You place the Pearl into the keyhole and a knife fires out of the wall and cuts your arm—lose 3 ENDURANCE.

If you wish to try using another treasure item, turn to **Y100**.

If you wish to search elsewhere, turn to **page 141**.

**Y109:** You hold the Jadestone to the keyhole and a sharp needle embeds itself in your knuckle—lose 2 ENDURANCE.

If you wish to try another treasure item, turn to **Y89**.

If you wish to search elsewhere, turn to **page 83**.

**Y110:** The Lodestone flies up and hits you under the jaw—lose 1 ENDURANCE.

If you wish to try using another treasure item, turn to **Y70**.

If you wish to search elsewhere, turn to **page 40**.

**Y111:** A massive iron ball hurtles down from above and knocks you clean off your feet—lose 3 ENDURANCE.

If you are still alive, turn to **page 159**.

**Y112:** A large spiky metal ball swings down from the ceiling and gashes your head before swinging back into the darkness above—lose 3 ENDURANCE.

If you are still alive, turn to **page 166**.

**Y113:** A swish of air alerts you to the danger of a deadly scythe trap. A massive blade swings out, missing your legs by the barest fraction, and then retracts back into the wall.

Turn to **page 152**.

**Y114:** A triangular hole appears in the distant wall. There is a distinct *click* and a crossbow bolt comes whistling towards your chest. There is no time to avoid it—lose 4 ENDURANCE.

If you are still alive, turn to **page 258**.

**Y115:** The floor sinks beneath your feet and you just manage to avoid falling into a pit of sharpened stakes. As the floor slowly rises once more, you breathe a sigh of relief to have avoided this deadly trap.

Turn to **page 97**.

**Y116:** A pointed cube of stone hurtles out of the far wall and hits you squarely in the chest—lose 4 ENDURANCE.

If you are still alive, turn to **page 224**.

**Y117:** You hear a gurgle coming from near the ceiling, and jump aside just in time to avoid being sprayed with a deadly corrosive acid.

Turn to *page 237*.

**Y118:** A narrow panel drops open in the far wall. You freeze in your tracks as a volley of arrows screams along the corridor. One grazes your ribs—lose 2 ENDURANCE.

Turn to *page 270*.

**Y119:** A huge blade swings down, cutting the air barely an inch in front of your nose. You jerk backwards just in time to avoid its counterstroke.

Turn to *page 113*.

**Y120:** A panel drops open in the wall ahead. Instinctively, you throw yourself to the ground to avoid the cloud of arrows that screams along the corridor. You are shaken but unharmed.

Turn to *page 270*.

**Y121:** A blast of hot steam shoots up from the floor, scalding your legs and feet—lose 4 ENDURANCE.

If you are still alive, turn to *page 89*.

**Y122:** You are caught by a line of arrows that shoots out of the ground. One passes right through your foot—lose 4 ENDURANCE.

If you are still alive, turn to *page 32*.

**Y123:** A triangular panel in the far wall drops open and a crossbow bolt hurtles forth, straight at your chest. You sidestep and escape with just a graze to your arm—lose 1 ENDURANCE.

Turn to *page 258*.

**Y124:** A loud grating *clang* alerts you to a large spiky ball, swinging down from above, on a collision course with your face. You leap aside just in time to avoid decapitation, and the ball swings up and disappears.

Turn to *page 166*.

**Y125:** The floor drops away to reveal a deep pit. You teeter on the brink and cannot prevent yourself from toppling in—lose 3 ENDURANCE. Within seconds the floor rises and you are elevated back into the corridor.

Turn to *page 210*.

**Y126:** A great block of sharpened stone flies out of the far wall and glances off your shoulder—lose 2 ENDURANCE.

Turn to *page 224*.

**Y127:** You look up in terror to see two streams of yellow acid pouring down on you. The sticky fluid burns your skin—lose 3 ENDURANCE before the deluge stops.

Turn to *page 237*.

**Y128:** The gigantic razor-sharp blade whistles down from the shadows above and opens a nasty gash across your shoulders—lose 3 ENDURANCE.

Turn to *page 113*.

## LEVEL OF VICTORY

Now that you have successfully escaped from the dungeons of Castle Whitefire, assess your level of victory on the following chart:

### ENDURANCE

score at end

of game

Level of Victory

0–3	Lucky survivor – <i>basic victory</i>
4–6	Cursory survivor – <i>pyrrhic victory</i>
7–9	Empirical survivor – <i>lesser victory</i>
10–12	Instinctive survivor – <i>minor victory</i>
13–15	Trained survivor – <i>medial victory</i>
16–18	Innate survivor – <i>creditable victory</i>
19–21	Skilled survivor – <i>prime victory</i>
22–24	Professional survivor – <i>major victory</i>
25+	Expert survivor – <i>total victory</i>

## CRITICAL HIT CHART

### Combat

Critical  
Hit

Number

Effect of Critical Hit

2	<b>Dislocated Jaw:</b> Stunned, –1 COMBAT SKILL; –4 ENDURANCE. Drop weapon in hand. Must retreat or dodge aside next game round.
3	<b>Stomach Wound:</b> severe injury, death is instantaneous.
4	<b>Gashed Shoulder Blade:</b> –1 COMBAT SKILL; –5 ENDURANCE. No use of bow for 3 game rounds.
5	<b>Torn Right Bicep:</b> –1 COMBAT SKILL; –5 ENDURANCE. Drop weapon in hand.
6	<b>Sliced Cheek:</b> Stunned, –4 ENDURANCE. No movement or turning for 1 game round.
7	<b>Cut in Right Forearm:</b> –1 COMBAT SKILL; –3 ENDURANCE. Drop weapon in hand.
8	<b>Thigh Wound:</b> –5 ENDURANCE. No movement or turning for 1 game round.
9	<b>Deep Wound Right Shoulder:</b> –2 COMBAT SKILL (P); –4 ENDURANCE. Drop weapon in hand. No weapon change for 2 game rounds.
10	<b>Gashed Left Bicep:</b> –5 ENDURANCE. No use of bow for 5 game rounds.
11	<b>Wound Across Forehead:</b> Stunned, –4 COMBAT SKILL for 4 game rounds. No weapon change for 4 game rounds.

# CRITICAL HIT CHART

## Bow

- 12 **Torn Hip:** -1 COMBAT SKILL (P); -4 ENDURANCE. Drop weapon in hand. No use of bow for 5 game rounds.
- 13 **Deep Wound in Neck:** Stunned, -6 ENDURANCE. Unable to defend or attack for 1 game round.
- 14 **Gashed Ribs:** -4 ENDURANCE. Winded, must retreat or dodge next round.
- 15 **Punctured Heart:** Death is instantaneous.
- 16 **Gashed Right Elbow:** -1 COMBAT SKILL (P); -4 ENDURANCE. Drop weapon in hand. No use of bow for 5 game rounds.
- 17 **Wounded Left Hand:** -5 ENDURANCE. No use of bow for 6 game rounds.
- 18 **Punctured right lung:** -6 ENDURANCE. Must retreat or dodge aside next game round.
- 19 **Gashed Left Forearm, Severed Artery:** -1 COMBAT SKILL (P); -8 ENDURANCE. No use of bow for rest of game.
- 20 **Sliced Right Hand:** -2 COMBAT SKILL (P); -4 ENDURANCE. Drop weapon in hand. No changing weapon for 3 game rounds.

(P) = Permanent loss

### Critical Hit

Number	Effect of Critical Hit
2	<b>Arrow in Right Calf:</b> -6 ENDURANCE. No movement for 2 game rounds.
3	<b>Glances Off Ribs:</b> -5 ENDURANCE.
4	<b>Punctures Right Elbow:</b> -1 COMBAT SKILL (P); -5 ENDURANCE. Drop weapon. No use of bow for 5 game rounds. No weapon change for 2 game rounds.
5	<b>Arrow in Shoulder:</b> -1 COMBAT SKILL; -5 ENDURANCE. Drop weapon in hand. No movement for 1 game round.
6	<b>Pierces Hip:</b> -6 ENDURANCE. No movement for 2 game rounds. Drop weapon in hand.
7	<b>Fractured Jaw:</b> Stunned, -2 COMBAT SKILL; -4 ENDURANCE. No attacking for 5 game rounds. Drop weapon in hand.
8	<b>Hits Right Knee:</b> -1 COMBAT SKILL; -5 ENDURANCE. No movement for 2 game rounds.
9	<b>Gashed Neck:</b> Stunned, -1 COMBAT SKILL (P); -4 ENDURANCE. No movement or turning for 2 game rounds.
10	<b>Pierced Right Forearm:</b> -1 COMBAT SKILL (P); -4 ENDURANCE. No use of bow for 3 game rounds.
11	<b>Hit in Head:</b> Arrow punctures skull; death is instantaneous.

## BOW FIRE GRID

### DEFENDER

	0-5	6-10	11-14	15-17	18-21	21-23	24-26	27-29	30-35	36-39	40 & over
2	M	*	M	M	M	*	M	2	*	2	3
3	M	M	M	M	2	2	*	M	3	4	*
4	3	M	4	M	4	M	M	*	M	M	*
5	M	2	*	M	2	M	4	*	*	2	4
6	*	M	2	3	*	M	2	*	4	*	2
7	M	M	M	3	*	1	*	2	3	*	4
8	M	M	1	*	1	3	1	4	*	3	*
9	3	M	M	3	M	M	*	M	4	3	*
10	M	M	3	*	M	M	M	3	*	*	*
11	M	1	1	M	3	*	M	1	*	M	*
12	M	3	M	4	M	3	*	2	M	4	*
13	1	M	M	M	M	M	3	*	1	*	2
14	M	4	*	2	*	4	3	*	M	*	M
15	2	2	M	M	4	2	*	4	3	3	*
16	4	*	M	2	M	2	2	*	*	*	4
17	2	M	2	*	3	*	3	M	3	*	2
18	M	3	M	M	*	3	4	2	2	2	3
19	M	1	*	1	2	*	2	M	*	4	*
20	1	M	3	*	M	*	M	3	2	*	3

Bow Number

- 12 **Wounds Left Wrist:** -4 ENDURANCE. No bow use for rest of game.
- 13 **Fractures Shoulder Blade:** -1 COMBAT SKILL (P); -7 ENDURANCE. Drop weapon in hand. No movement for 1 game round.
- 14 **Arrow in Left Thigh:** -5 ENDURANCE. No movement or turning for 1 game round.
- 15 **Pierces Right Foot:** -5 ENDURANCE. No movement or turning for 2 game rounds.
- 16 **Arrow Punctures Heart:** Death is instantaneous.
- 17 **Pierced Hand:** -1 COMBAT SKILL; -3 ENDURANCE. Weapon in hand shattered. No weapon change for 2 game rounds.
- 18 **Pierces Left Bicep:** -7 ENDURANCE. Drop weapon. No use of bow for rest of game.
- 19 **Shatters Right Wrist:** -3 COMBAT SKILL (P); -3 ENDURANCE. Weapon in hand destroyed. No weapon change for 3 game rounds. No use of bow for rest of game.
- 20 **Pierces Upper Chest:** -8 ENDURANCE. No movement or turning for 2 game rounds.

(P) = Permanent loss

### SHOT MODIFIERS

Range 2: ..... Move one column to the left

Range 3: ..... Move two columns to the left

Partial obstruction: ..... Move one column to the left

No move/turn last round: ..... Move one column to the right

Unaware of opponent last round: ..... Move one column to the left

M = Miss

\* = Critical Hit

## COMBAT GRID

		DEFENDER									
		1	2	3	4	5	6	7	8	9	10
ATTACKER	1	★	4	2	1	3	2	5	0	1	2
	2	3	2	★	5	4	1	2	1	0	2
	3	2	1	4	0	★	3	5	2	1	2
	4	5	0	2	3	1	★	4	2	2	1
	5	2	3	4	1	5	2	★	2	0	1
	6	4	2	★	2	2	3	0	1	5	1
	7	1	5	1	2	3	4	0	2	★	2
	8	2	0	4	1	2	1	3	★	5	2
	9	3	2	2	0	5	1	2	4	1	★
	10	1	5	2	★	2	4	3	0	1	2

0 = Miss – no damage

1/2/3/4/5 = Defender loses double the indicated amount of ENDURANCE (*First round only*)

★ = Critical Hit – consult Critical Hit chart (*Combat* or *Bow* as appropriate).

**Black Baron** contains two separate action-packed adventures. One you play by yourself, the other you play with a copy of the twin book, **White Warlord**, and a friend.

*Solo adventure*

You need: **Black Baron** only

You, **Black Baron**, are imprisoned in the castle dungeons of your arch-enemy **White Warlord**. You must use all your cunning to survive. Beware the Warlord's deadly tricks, solve his mind-boggling riddles, seek out his treasures. You may yet live to avenge your honour!

*Dual adventure*

You need: **Black Baron** **White Warlord** and a friend!

Your feud with the **White Warlord** is legendary. Now the Maze-master of Xenda has challenged you both to fight it out in his combat maze. Sudden death lurks in every shadowy corner of the underground tunnels and you never know when you may come face to face with your opponent. Sharpen your senses and tighten your bow: you must outwit, out-shoot, and out-fight your enemy once and for all. Remember, every successful bout can help you achieve the highest warrior rank of

**COMBAT HERO**



# Errata

**Cover:** Replaced ‘role playing’ with ‘role-playing’.

**Solo Sheet:** Added missing label ‘R’ to the item chart.

**Objective:** Replaced ‘J’ to ‘R.’ with ‘J’ to ‘R.’)

**How to Play:** Replaced ‘Special Information entries’ with ‘Special Information Entries’.

**The Two-player Game Rules:** Replaced ‘view-point’ with ‘viewpoint’, ‘who’s’ with ‘whose’, ‘combat skill’ with ‘COMBAT SKILL’, ‘endurance’ with ‘ENDURANCE’, and ‘scores enabling’ with ‘scores, enabling’.

**Background:** Replaced ‘on to’ with ‘onto’.

**The Character Sheet:** Replaced three instances of ‘character sheet’ with ‘Character Sheet’, ‘Combat Skill’ with ‘COMBAT SKILL’, ‘ENDURANCE score of 16’ with ‘COMBAT SKILL of 16’, ‘Endurance’ with ‘ENDURANCE’, and ‘critical hits’ with ‘Critical Hits’.

**Order of Play:** Replaced ‘Call-out’ with ‘Call-out’ ‘Moves’ with ‘MOVES’ and ‘Turns’ with ‘TURNS’.

**Missile Fire:** Replaced both instances of ‘left hand’ with ‘left-hand’, ‘right hand’ with ‘right-hand’, ‘account),’ with ‘account)’, ‘Move or Turn’ with ‘MOVE or TURN’, two instances of ‘move or turn’ with ‘MOVE or TURN’, ‘eg’ with ‘e.g.’, ‘swop’ with ‘swap’, ‘sword, an axe for a bow etc,’ with ‘sword, or an axe for a bow,’ and ‘turn, fire a bow or engage’ with ‘turn, fire a bow, or engage’.

**Close Combat:** Replaced ‘left hand’ with ‘left-hand’, and ‘2, 3 and 4’ with ‘2, 3, and 4’.

**Ambushing:** Replaced ‘side view’ with ‘Side View’, ‘rear view’ with ‘Rear View’, and ‘section 3. onwards’ with ‘section 3 onwards’.

**Finishing The Game:** Replaced ‘captured or’ with ‘captured, or’, both instances each of ‘Combat Skill’ with ‘COMBAT SKILL’, both instances of ‘Endurance’ with ‘ENDURANCE’, and ‘critical hit’ with ‘Critical Hit’.

**The Combat Heroes Campaign:** Replaced ‘Combat Skill’ with ‘COMBAT SKILL’.

**Section 2:** Replaced ‘119’ with ‘199’.

**Section 22:** Replaced ‘92’ with ‘96’.

**Section 29:** This illustration is missing from the published book, and has therefore been intentionally left blank.

**Section 112:** Replaced ‘162’ with ‘62’.

**Section 115:** This illustration is missing from the published book, and has therefore been intentionally left blank.

**Section 124:** Replaced ‘300’ with ‘38’.

**Section 127:** This illustration is missing from the published book, and has therefore been intentionally left blank.

**Section 147:** This illustration is missing from the published book, and has therefore been intentionally left blank.

**Section 189:** This illustration is missing from the published book, and has therefore been intentionally left blank.

**Section 232:** This illustration is missing from the published book, and has therefore been intentionally left blank.

**Section 249:** This illustration is missing from the published book, and has therefore been intentionally left blank.

**Section 272:** Replaced ‘92’ with ‘96’.

**Y1:** Replaced ‘key’ with ‘Key’

**Y2:** Replaced ‘it’s’ with ‘its’.

**Y3:** Replaced ‘keyhold’ with ‘keyhole’, and ‘Treasure’ with ‘treasure’.

**Y6:** Replaced ‘beside.’ with ‘beside it.’.

**Y8:** Replaced ‘see,’ with ‘see’, and centred and italicised riddle.

**Y10:** Replaced ‘hand, It’ with ‘hand. It’.

**Y33:** Replaced ‘mirror’ with ‘Mirror’ and ‘page 121’ with ‘page 141’.

**Y34:** Replaced ‘stone,’ with ‘stone’, and centred and italicised riddle.

**Y39:** Replaced ‘cloud of arrows scream’ with ‘cloud of arrows screams’.

**Y46:** Replaced ‘leave the door’ with ‘leave the shrine’.

**Y50:** Replaced ‘find,’ with ‘find’, and centred and italicised riddle.

**Y51:** Italicised ‘*clike*’.

**Y53:** Replaced ‘flash of sparks erupt’ with ‘flash of sparks erupts’.

**Y54:** Replaced ‘Gold Key’ with ‘Gold Coin’.

**Y55:** Replaced ‘beside.’ with ‘beside it.’.

**Y69:** Replaced ‘turn to Y83’ with ‘turn to Y89’.

**Y70:** Centred and italicised riddle.

**Y71:** Split link onto separate line.

**Y72:** Replaced ‘beside’ with ‘beside it’.

**Y74:** Replaced ‘A flurry of arrows shoot’ with ‘A flurry of arrows shoots’.

**Y76:** Replaced ‘Turn to 159’ with ‘Turn to page 159’.

**Y77:** Replaced ‘deep,’ with ‘deep’, and centred and italicised riddle.

**Y78:** Replaced ‘page 121’ with ‘page 141’.

**Y85:** Centred and italicised riddle.

**Y89:** Centred and italicised riddle.

**Y100:** Centred and italicised riddle.

**Y107:** Replaced ‘poisoned!—lose’ with ‘poisoned! Lose’.

**Y112:** Replaced ‘ENDURANCE’ with ‘ENDURANCE.’.

**Y113:** Replaced ‘bearest fraction’ with ‘barest fraction’.

**Y114:** Italicised ‘*clike*’.

**Y118:** Replaced ‘a volley of arrows scream’ with ‘a volley of arrows screams’

**Y120:** Replaced ‘the cloud of arrows that scream’ with ‘the cloud of arrows that screams’

**Y122:** Replaced ‘a line of arrows that shoot’ with ‘a line of arrows that shoots’.

**Y124:** Italicised ‘*clang*’ and replaced ‘decapitation and’ with ‘decapitation, and’.

**Level of Victory:** Replaced ‘pyrric’ with ‘pyrrhic’.

**Critical Hit Chart (Combat):** Replaced all instances of ‘Combat Skill’ with ‘COMBAT SKILL’ and all instances of ‘Endurance’ with ‘ENDURANCE’. Replaced ‘Endurance; No’ with ‘ENDURANCE. No’, ‘–6 endurance. Stunned, unable’ with ‘Stunned, –6 ENDURANCE. Unable’, ‘one game round’ with ‘1 game round’, and ‘Severed artery’ with ‘Severed Artery’.

**Critical Hit Chart (Bow):** Replaced all instances of ‘Combat Skill’ with ‘COMBAT SKILL’ and all instances of ‘Endurance’ with ‘ENDURANCE’. Replaced ‘–2 combat skill; –4 endurance. Stunned; no’ with ‘Stunned, –2 COMBAT SKILL; –4 ENDURANCE. No’, ‘–1 combat skill (P); –4 endurance. Stunned, no’ with ‘Stunned, –1 COMBAT SKILL (P); –4 ENDURANCE. No’

**Combat Grid:** Replaced ‘Endurance’ with ‘ENDURANCE’, and ‘only.’ with ‘only’).

**Rear Cover:** Replaced ‘WARLORD’s’ with ‘Warlord’s’, ‘Maze-Master’ with ‘Maze-master’, and ‘out-shoot and’ with ‘out-shoot, and’.

## Combat Heroes 1: Black Baron

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17 June 2009

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