

Action Chart Pack

Joe Dever is the creator of the bestselling *Lone Wolf*, *Freeway Warrior*, and *Combat Heroes* adventure books and novels.

Paul Bonner is the illustrator of the artwork for the *World of Lone Wolf* Action Charts and name inlay.

Gary Chalk is the illustrator of the artwork for the *Lone Wolf* Action Charts and name inlay in *Lone Wolf* Books 1–8, as well as the Action Chart for the *Dawn of the Darklords* mini-adventure that appears in *The Magnamund Companion*.

Brian Williams is the illustrator of the artwork for the *Lone Wolf* Action Charts and name inlay in *Lone Wolf* Books 9–28.

Peter Parr is the illustrator of the artwork for the *Combat Heroes* Action Charts.

Melvyn Grant is the illustrator of the artwork for the *Freeway Warrior* Action Chart and name inlay.

This file contains all of the Action Charts and Name Inlays for the *World of Lone Wolf* books, the *Lone Wolf* Kai, Magnakai, Grand Master, and New Order books, the *Freeway Warrior* books, *Dawn of the Darklords*, and the *Combat Heroes* books. Not all of this artwork is included in the online editions. The Action Charts used are the last examples of each to appear in the books, so they contain spaces for all potential Kai Disciplines and Shianti Lesser and Higher Magicks.

Contributors for Project Aon Editions

Jody Williams – digital manipulation and advice on file format issues.

Paul Haskell – editing the *World of Lone Wolf* artwork; advice on the number of Higher Magicks it is permissible to take in the *World of Lone Wolf* books.

Daniel Strong – much work on rescanning the illustrations in a higher resolution and replacing the text found on the Action Charts to make the lettering scale and print more accurately.

Simon Osborne – scanning and editing the artwork; creator and maintainer of this document.

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Effort has been made to display the information as close to the originals as possible. The following things have been changed to reflect the text:

- Altered Grey Star Herb Pouch to hold 8 items instead of 6, as per *Lone Wolf Club Newsletter Summer Special 1986*;
- Altered Grey Star Higher Magicks from a maximum of 6 to a maximum of 5.

ACTION CHART

LESSER MAGICKS

1
2
3
4
5
6
If completed any previous World of Lone Wolf adventures

LESSER MAGICKS

1
2
3
4
5
6
If completed any previous World of Lone Wolf adventures

HERB POUCH (Maximum 8 articles)	MEALS
---------------------------------	-------

1	(Carried in Backpack) -3 EP if no Meals available when instructed to eat
2	
3	
4	
5	BELT POUCH containing Nobles (50 maximum)
6	
7	
8	
Only carried if you possess Magical Power of Alchemy	

COMBAT SKILL

WILLPOWER

ENDURANCE POINTS

May go above Initial Score

Can never go above
Initial Score 0 = dead

COMBAT RECORD

ENDURANCE POINTS

WILLPOWER POINTS

ENDURANCE POINTS

GREY STAR		COMBAT RATIO	ENEMY
-----------	--	--------------	-------

GREY STAR		COMBAT RATIO	ENEMY
-----------	--	--------------	-------

GREY STAR		COMBAT RATIO	ENEMY
-----------	--	--------------	-------

GREY STAR		COMBAT RATIO	ENEMY
-----------	--	--------------	-------

GREY STAR		COMBAT RATIO	ENEMY
-----------	--	--------------	-------

GREY STAR		COMBAT RATIO	ENEMY
-----------	--	--------------	-------

SPECIAL ITEMS

DESCRIPTION	KNOWN EFFECTS

BACKPACK ITEMS

[illegible]

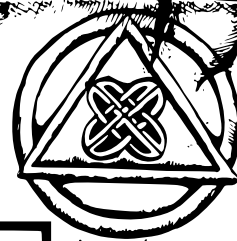
Can be discarded when not in combat

WEAPONS (maximum 2 Weapons, Wizard's Staff counts as 1 Weapon)

1
2
If combat entered without Wizard's Staff –6CS. If combat entered without a Weapon –8CS.

CS = Combat Skill

EP = Endurance



he beaſer of
this ſcroll,
namely,

is a wizard
of the Shianti



ACTION CHART

KAI DISCIPLINES

NOTES

1
2
3
4
5

BONUS KAI DISCIPLINES

6	6th Discipline if you've completed 1 Lone Wolf adventure successfully
7	7th Discipline if you've completed 2 Lone Wolf adventures successfully
8	8th Discipline if you've completed 3 Lone Wolf adventures successfully
9	9th Discipline if you've completed 4 Lone Wolf adventures successfully

BACKPACK (max 8 articles)

1
2
3
4
5
6
7
8 Can be discarded when not in combat.

MEALS	
1	100
2	100
3	100
4	100
5	100
6	100
7	100
8	100
9	100
10	100
11	100
12	100
13	100
14	100
15	100
16	100
17	100
18	100
19	100
20	100
21	100
22	100
23	100
24	100
25	100
26	100
27	100
28	100
29	100
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31	100
32	100
33	100
34	100
35	100
36	100
37	100
38	100
39	100
40	100
41	100
42	100
43	100
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77	100
78	100
79	100
80	100
81	100
82	100
83	100
84	100
85	100
86	100
87	100
88	100
89	100
90	100
91	100
92	100
93	100
94	100
95	100
96	100
97	100
98	100
99	100
100	100

**—3 EP if no Meal available
when instructed to eat.**

**BELT POUCH (50 maximum)
Containing Gold Crowns**

EP = ENDURANCE POINTS CS = COMBAT SKILL
(SEE OVER PAGE FOR SPECIAL ITEMS)

COMBAT SKILL

COMBAT SKILL

ENDURANCE POINTS

Can never go above initial score
0 = dead

COMBAT RECORD

LONE WOLF	COMBAT RATIO	ENEMY
-----------	--------------	-------

LONE WOLF	COMBAT RATIO	ENEMY
-----------	--------------	-------

LONE WOLF	COMBAT RATIO	ENEMY
-----------	--------------	-------

LONE WOLF	COMBAT RATIO	ENEMY
-----------	--------------	-------

LONE WOLF	COMBAT RATIO	ENEMY
		

LONE WOLF CO. KAI RANK



SPECIAL ITEMS AND WEAPONS LIST

DESCRIPTION

KNOWN EFFECTS

--	--

WEAPONS (maximum 2 Weapons)

1
2
If holding Weapon and appropriate Weaponskill in combat +2 CS. If combat entered carrying no Weapon -4 CS.

NOTES

1	
2	
3	
4	4th Magnakai Discipline if you have completed 1 Magnakai adventures successfully
5	5th Magnakai Discipline if you have completed 2 Magnakai adventures successfully
6	6th Magnakai Discipline if you have completed 3 Magnakai adventures successfully
7	7th Magnakai Discipline if you have completed 4 Magnakai adventures successfully
8	8th Magnakai Discipline if you have completed 5 Magnakai adventures successfully
9	9th Magnakai Discipline if you have completed 6 Magnakai adventures successfully

MAGNAKAI LORE-CIRCLE BONUSES

CIRCLE OF FIRE	CS +1	EP +2	CIRCLE OF SOLARIS	CS +1	EP +3
CIRCLE OF LIGHT	CS 0	EP +3	CIRCLE OF THE SPIRIT	CS +3	EP +3

BACKPACK (max. 8 articles)

1
2
3
4
5
6
7
8 Can be discarded when not in combat.

MEALS

**–3 EP if no Meal available
when instructed to eat.**

BELT POUCH Containing
Gold Crowns (50 maximum)

CS = COMBAT SKILL EP = ENDURANCE POINTS

ACTION CHART

COMBAT SKILL

ENDURANCE POINTS

Can never go above initial score
0 = dead

COMBAT RECORD

ENDURANCE POINTS


ENDURANCE POINTS

LONE WOLF	COMBAT RATIO	ENEMY

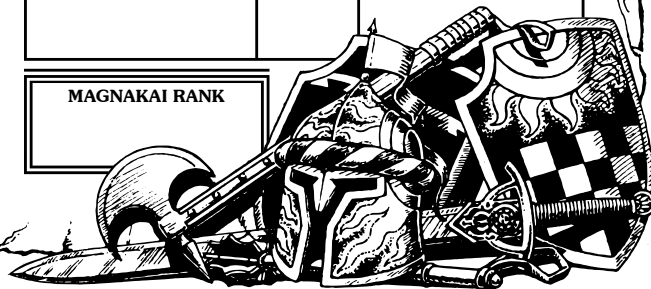
LONE WOLF	COMBAT RATIO	ENEMY
-----------	--------------	-------

LONE WOLF	COMBAT RATIO	ENEMY
-----------	--------------	-------

LONE WOLF	COMBAT RATIO	ENEMY
-----------	--------------	-------

LONE WOLF	COMBAT RATIO	ENEMY
		

MAGNAKAI RANK



SPECIAL ITEMS LIST

DESCRIPTION	KNOWN EFFECTS

WEAPONS LIST

WEAPONS (maximum 2 Weapons)

1
2
If holding Weapon and appropriate Weaponmastery in combat +3CS. If combat entered carrying no Weapon -4 CS.

WEAPONMASTERY CHECKLIST

DAGGER		SPEAR	
MACE		SHORT SWORD	
WARHAMMER		BOW	
AXE		SWORD	
QUARTERSTAFF		BROADSWORD	

QUIVER AND ARROWS

Quiver	No. of Arrows carried
YES/NO	

GRAND MASTER DISCIPLINES NOTES

1													
2													
3													
4													
5*													
6*													
7*													
8*													
9*													
10*													
<table border="1"> <tr> <th>BACKPACK (max. 10 articles)</th> <th>MEALS</th> </tr> <tr><td>1</td><td rowspan="10"> <p>—3 EP if no Meal available when instructed to eat.</p> <p>BELT POUCH Containing Gold Crowns (50 maximum)</p> </td></tr> <tr><td>2</td></tr> <tr><td>3</td></tr> <tr><td>4</td></tr> <tr><td>5</td></tr> <tr><td>6</td></tr> <tr><td>7</td></tr> <tr><td>8</td></tr> <tr><td>9</td></tr> <tr><td>10</td></tr> </table>	BACKPACK (max. 10 articles)	MEALS	1	<p>—3 EP if no Meal available when instructed to eat.</p> <p>BELT POUCH Containing Gold Crowns (50 maximum)</p>	2	3	4	5	6	7	8	9	10
BACKPACK (max. 10 articles)	MEALS												
1	<p>—3 EP if no Meal available when instructed to eat.</p> <p>BELT POUCH Containing Gold Crowns (50 maximum)</p>												
2													
3													
4													
5													
6													
7													
8													
9													
10													


CS = COMBAT SKILL EP = ENDURANCE POINTS

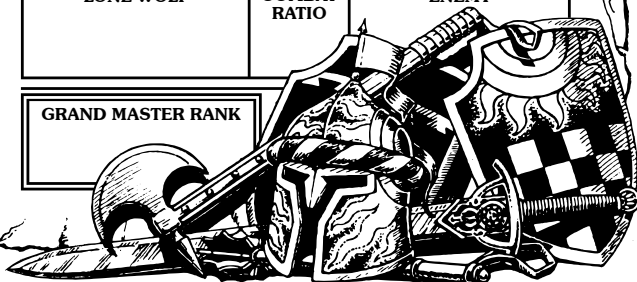
* I extra Discipline for every Grand Master adventure you have already completed.

ACTION CHART

COMBAT SKILL	ENDURANCE POINTS
	0 = dead

COMBAT RECORD

ENDURANCE POINTS		ENDURANCE POINTS
LONE WOLF	COMBAT RATIO	ENEMY
LONE WOLF	COMBAT RATIO	ENEMY
LONE WOLF	COMBAT RATIO	ENEMY
LONE WOLF	COMBAT RATIO	ENEMY
LONE WOLF	COMBAT RATIO	ENEMY
LONE WOLF	COMBAT RATIO	ENEMY
GRAND MASTER RANK		



SPECIAL ITEMS LIST

DESCRIPTION	KNOWN EFFECTS

WEAPONS LIST

WEAPONS (maximum 2 Weapons)
1
2
If holding Weapon and appropriate Grand Weaponmastery in combat +5CS

GRAND WEAPONMASTERY CHECKLIST

DAGGER		SPEAR	
MACE		SHORT SWORD	
WARHAMMER		BOW	
AXE		SWORD	
QUARTERSTAFF		BROADSWORD	

QUIVER AND ARROWS

Quiver	No. of Arrows carried
YES/NO	

GRAND MASTER DISCIPLINES NOTES

1
2
3
4
5 5th Grand Master Discipline if you have completed 1 New Order adventure successfully
6 6th Grand Master Discipline if you have completed 2 New Order adventures successfully
7 7th Grand Master Discipline if you have completed 3 New Order adventures successfully
8 8th Grand Master Discipline if you have completed 4 New Order adventures successfully
9 9th Grand Master Discipline if you have completed 5 New Order adventures successfully
10 10th Grand Master Discipline if you have completed 6 New Order adventures successfully
11 11th Grand Master Discipline if you have completed 7 New Order adventures successfully

BACKPACK (max. 10 articles)

1
2
3
4
5
6
7
8
9
10

MEALS

—3 EP if no Meal available when instructed to eat.

BELT POUCH Containing Gold Crowns (50 maximum)

CS = COMBAT SKILL EP = ENDURANCE POINTS

ACTION CHART

COMBAT SKILL

ENDURANCE POINTS

0 = dead

COMBAT RECORD

ENDURANCE POINTS

ENDURANCE POINTS

GRAND MASTER	COMBAT RATIO	ENEMY

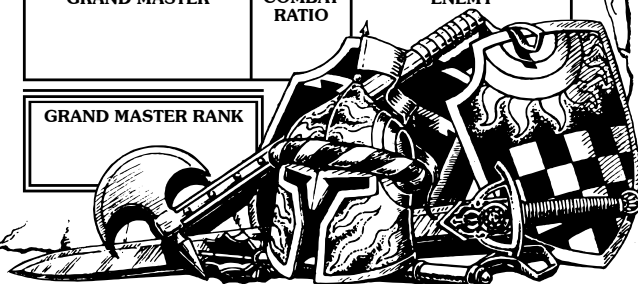
GRAND MASTER	COMBAT RATIO	ENEMY

GRAND MASTER	COMBAT RATIO	ENEMY

GRAND MASTER	COMBAT RATIO	ENEMY

GRAND MASTER	COMBAT RATIO	ENEMY

GRAND MASTER RANK



SPECIAL ITEMS LIST

DESCRIPTION	KNOWN EFFECTS

KAI WEAPON

Name:

Type: +CS=

Unique Property:

+CS=

WEAPONS LIST

WEAPONS (maximum 2 Weapons)

1

2

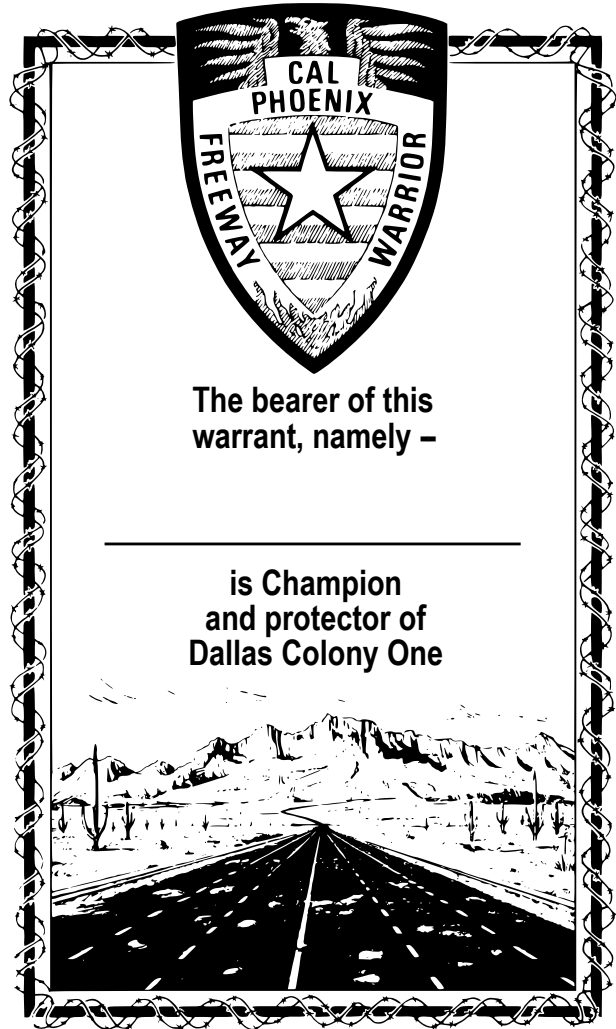
If holding Weapon and appropriate Grand Weaponmastery in combat +5CS

GRAND WEAPONMASTERY CHECKLIST

DAGGER		SPEAR	
MACE		SHORT SWORD	
WARHAMMER		BOW	
AXE		SWORD	
QUARTERSTAFF		BROADSWORD	

QUIVER AND ARROWS

Quiver	No. of Arrows carried
YES/NO	



ACTION CHART

SURVIVAL SKILLS

SKILL PTS

DRIVING	
SHOOTING	
FIELD CRAFT	
STEALTH	
PERCEPTION	

BACKPACK

max 10 items

NO ENCUMBRANCE

1. _____
2. _____
3. _____

REDUCE STEALTH BY 1

4. _____
5. _____
6. _____

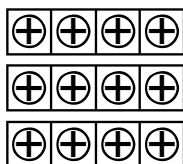
REDUCE STEALTH BY 2

7. _____
8. _____
9. _____

REDUCE STEALTH BY 3

10. _____

MEDI-KIT



WATER CANTEEN

(2 pints)

Full
1½ pts
1 pt
½ pt

CLOSE COMBAT SKILL

ENDURANCE

Can never go above
initial score. 0 = dead

CLOSE COMBAT RECORD

ENDURANCE POINTS

ENDURANCE POINTS

CAL PHOENIX	CLOSE COMBAT RATIO	ENEMY
CAL PHOENIX	CLOSE COMBAT RATIO	ENEMY
CAL PHOENIX	CLOSE COMBAT RATIO	ENEMY
CAL PHOENIX	CLOSE COMBAT RATIO	ENEMY
CAL PHOENIX	CLOSE COMBAT RATIO	ENEMY
CAL PHOENIX	CLOSE COMBAT RATIO	ENEMY

AMMO POUCH

Maximum quantities: 40 x 9mm
20 x 7.62mm
10 x 12 gauge

9 MM

7.62 MM

12 GAUGE

WEAPONS

CLOSE COMBAT WEAPONS

CCS BONUS

Maximum 2 Close Combat Weapons

MISSILE WEAPONS

CALIBRE Rate of Fire

Maximum 3 Missile Weapons

2 MISSILE WEAPONS - REDUCE STEALTH BY 1
3 MISSILE WEAPONS - REDUCE STEALTH BY 2

Dawn of the Darklords

ACTION CHART

BROTHERHOOD SPELLS		Notes
1		
2		
3		
4		
5		
WEAPONS (maximum 2 Weapons)		
1		
2		
If combat entered holding no weapon -4 COMBAT SKILL		
BACKPACK (maximum 8 articles)		
ITEMS	MEALS	
Can be discarded or changed when not in combat		-3 EP if no Meal available when instructed to eat
SPECIAL ITEMS	BELT POUCH	
	Containing Gold Coins (max 50)	

RANDOM NUMBER TABLE

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

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

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

1	2	3	4	5	6
---	---	---	---	---	---

STARTING PAGES

1, 227, 261

BOW LOADED?

YES/NO

COMBAT HEROES WHITE WARLORD

SOLO SHEET

TREASURE ITEM	TICK WHEN FOUND	DESCRIPTION
SD	✓	SILVER DISC
A		
B		
C		
D		
E		
F		
G		
H		
I		

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

COMBAT HEROES WHITE WARLORD

CHARACTER SHEET

COMBAT
SKILL

ENDURANCE
POINTS

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

CHARACTER
STATUS

CRITICAL
HITS THIS GAME

ARROWS

1	2	3	4	5	6
---	---	---	---	---	---

STARTING PAGES

1, 31, 44

BOW LOADED?

YES/NO

COMBAT HEROES² EMERALD ENCHANTER

SOLO SHEET

STARTING PAGE | 12

SPECIAL ITEMS

1.	5.
2.	6.
3.	7.
4.	8.

DAYS ELAPSED

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40

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

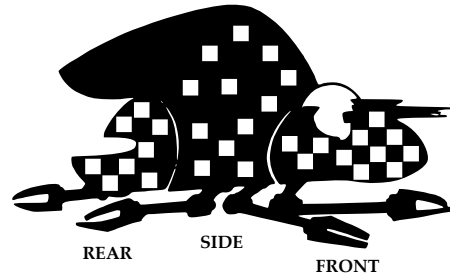
COMBAT HEROES² EMERALD ENCHANTER

COMBAT LOG

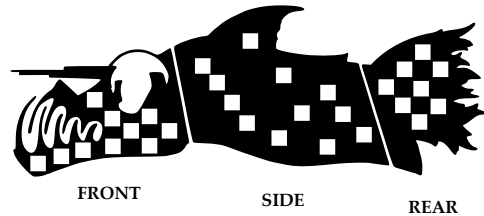
COMBAT SKILL ☐

ENDURANCE ☐

DAMAGE RECORD
(own Skyship)



DAMAGE RECORD
(Enemy Skyship)



COMBAT HEROES² SCARLET SORCERER

SOLO SHEET

STARTING PAGE | 226

SPECIAL ITEMS

1.	5.
2.	6.
3.	7.
4.	8.

DAYS ELAPSED

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40

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

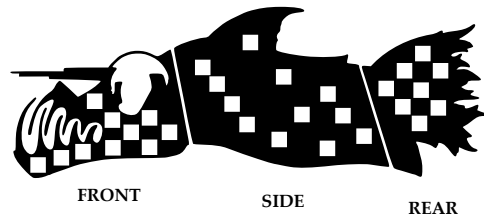
COMBAT HEROES² SCARLET SORCERER

COMBAT LOG

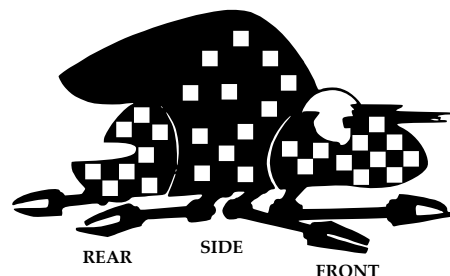
COMBAT SKILL ☐

ENDURANCE ☐

DAMAGE RECORD
(own Skyship)



DAMAGE RECORD
(Enemy Skyship)



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17 June 2009

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