CONTENTS

BEFORE YOU START

Thank you for buying Power Dolls. Please read this manual to gain a basic understanding of how to play this game.

1. Package Contents

One Game Manual (this book)
One CD-ROM

2. Hardware Requirements

Personal Computer

You need at least the following minimum configuration: an IBM-PC compatible 386-SX with VGA card, 4MB ram, CD-ROM player, a mouse and at least 4 free megabytes of hard disk space. If you are using MS-DOS 6.0 or higher, type MSD from the DOS prompt to view your computer's configuration.

Processor

Play with a 386(SX)/486/Pentium processor. It is highly unlikely you will encounter problems with your processor, in any case if you do, press the TURBO switch on your computer to change the CPU speed (if your processor supports this function).

Display

Any standard VGA card will suffice. If you encounter any video problems with LCD displays (on notebook computers), SVGA cards or video accelerator cards, consult your video card manual.

RAM

We recommend that you play this game on a computer with at least 4 megabytes of ram installed.

CD-ROM

We recommend using a double-speed or faster CD-ROM player. Older, single-speed players may not work well.

Mouse

Use an MS-DOS compatible mouse driver. You can only move the game cursor using the mouse because we disable your keyboard during game play.

Hard Disk

We recommend that you always operate your computer with at least 15 megabytes of free hard disk space. Power Dolls will take up less than five megabytes on your hard disk

Sound Card

Creative Labs

Power Dolls is compatible with all Creative Labs sound cards. We highly recommend you set your sound card settings to their original factory settings whenever possible. Consult your sound card manual before attempting to change the BASE ADDRESS, DMA, and IRQ settings.

MIDI Audio

Power Dolls MIDI audio is in GS standard format. Consult your sound card manual for instructions on playing MIDI.

MIDI Interface
Roland Inc.: MPU-PC98II, MPU-PC98.

MIDI Source
Roland Inc.: SC-55, SC-55mk II, SC-I55, SC-3, CM-300, CM-500 (mode C), JV-30, E-35, E-70.

GAME PLAY

1. Mouse Required

Power Dolls uses a mouse-driven interface. You cannot play the game without a mouse. Click the mouse to select items, initiate action, and change screens.

Consult your mouse manual if you do not know how to operate this device. We will use the term CLICK ON to mean the following: move the cursor on the screen to the desired location then press and release the mouse button. There are two buttons on the mouse, a left button and a right button. Most game operations will require that you press the left button so you can assume the left button if we do not specify which button to press. A right click on the mouse will cancel menus and lists that pop up on the screen.

2. Viewing with Scrollbars

If there is an underline on the last line of text, this means there is more text that follows. Click anywhere to continue.

Scrollbars appear when not all the information cannot appear in a window at the same time. Click the AT icons on the scrollbar to view. The blue areas between the AT icons represent the portion displayed on the screen. You can also click on the gray area to select a different portion of information.

GAME SUMMARY

Power Dolls is a tactical, military game with nine scenarios. Earth has begun a colony on a faraway planet but the colonists now want their independence.

You will lead the Power Dolls. A special paramilitary group composed entirely of women. These women are highly skilled tech-fighters. Using Power Loaders, the Power Dolls can penetrate enemy lines and help destroy the earth forces sent to stamp out the revolution.

Twelve Dolls begin the game. More Dolls will become available to you as you proceed in the game.

The revolution is worldwide. The fighting has erupted to massive proportions. Two nearly invincible armies waging war but that's not your concern. You command the best fighters on the planet. Confirm your mission orders. Carefully select and inspect your equipment and carry out your mission.

You and your mechanized squads must perform under extremely hazardous and varied mission scenarios. Consider carefully the nature of the missions, plan your attack, and execute your plan with precision and speed in order to achieve success.

1. Mission Scenarios

There are nine scenarios. Each scenario corresponds to a specific goal. Play the scenarios in sequence. If you complete your missions, more Dolls team members will join your ranks. Just as in real life, your action in previous missions affects subsequent missions.

2. Scenario Basics

Every scenario will have the following:

a) Description

A brief layout of the mission and any intelligence reports that may aid your mission.

b) Purpose

The conditions your team must meet to claim victory.

c) Support

Details on reinforcements, air and artillery support

d) Plan Selection

For each mission, several battle plans will be available from which you must choose one for the mission. The maximum number of battle plans in any scenario is four.

e) Weapons and Personnel Selection

You will select each team member and her specific weapons. You must also assign and organize each squad that will participate in the mission.

f) Battle Mode (Deployment)

An overview of the battlefield will appear when you begin your mission. You must deploy your squads as planned over the target area.

g) Battle Mode (Tactical Maneuvers)

The battlefield screen will allow you to zoom in and out allowing you to maneuver individual Dolls via hexagon position markers that appear on the tactical map.

3. Mission Evaluation

At the end of each mission, your superiors will evaluate the success of the mission.

Winning the War (Finishing the Game)

All the missions can have three results: Victory, Defeat, or Termination. A scenario will end without letting you complete the mission if your team moves too slowly.

If you are trying to win the entire campaign (game), you can move on to the next scenario without successfully completing your mission so long as enough Dolls survive.

Your quest for independence is over (Game Over) if the following occurs:

Your **Probability of Success** drops under 50% (applicable after the fifth scenario).

You wind up with less than six Dolls (applicable after the second scenario).

These are the only conditions that will trigger the...

END OF GAME.

INSTALLATION

1. CD-ROM Installation

Install MS-DOS Version 5.0 or higher on your hard disk before installing and playing Power Dolls.

If you don't know much about computers, find a friend to help you install the game or call technical support at (310) 320-8287.

1) Be sure your PC is working properly and be sure you can access your CD-ROM and test to make sure your sound card is operating properly.

2) Exit any operating system and terminal-resident programs including Windows (do not drop to DOS within Windows).

4) Place the Power Dolls CD-ROM in your CD-ROM drive.

5) Type "INSTALL" from the CD-ROM drive prompt and press the ENTER key.

> D is the most common CD-ROM drive letter but your computer may have a different configuration. Type MSD from any DOS prompt and select DISK DRIVES to see your drive letter configuration.

6) Follow the screen instructions to complete the installation.
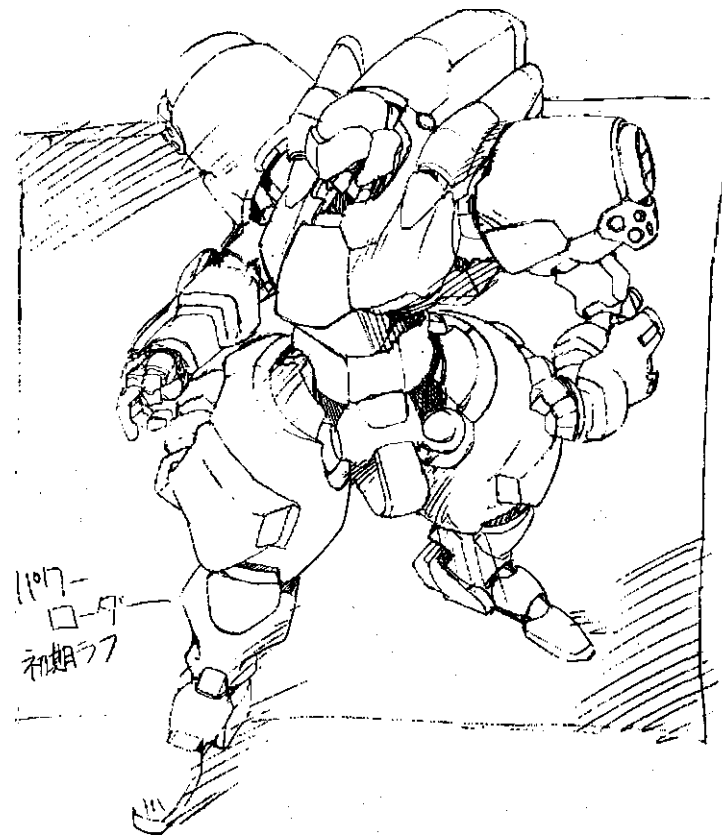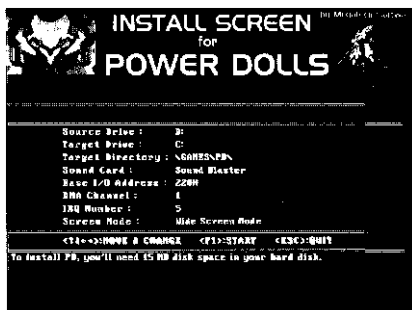
START GAME

you wish only to play a selected scenario.

DATA LOAD

If you saved a previously played game, click this option in order to load your previous game.

QUIT

Clicking here will send you back to the DOS prompt.

NOTE: Remember, your keyboard is disabled when you play the game. You must have a mouse installed to play. If you encounter any problems with the installation or starting the game, read the README file in the CD-ROM root directory.
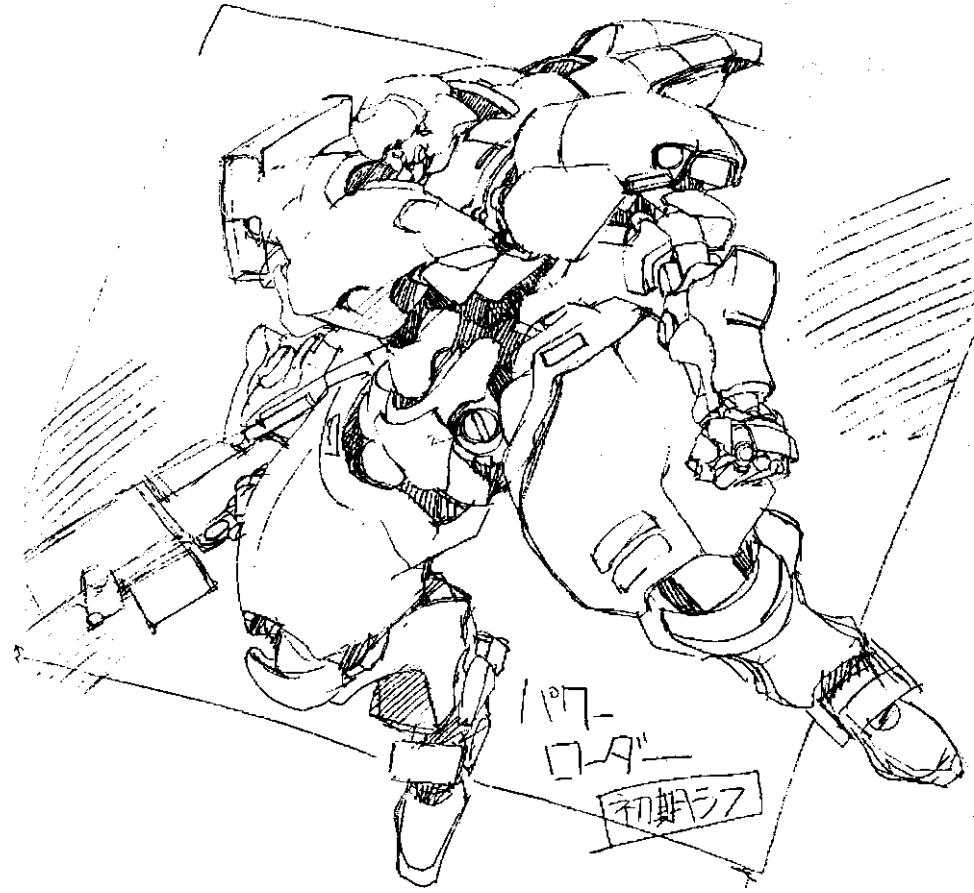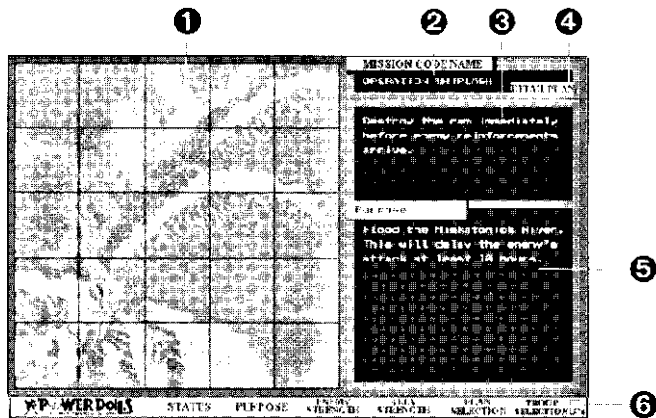
MISSION BRIEFING

1. Mission Scenario and Plan Screen

Read all the information provided here in order to learn all you can about your mission orders and the impending scenario. Select the battle plan from the up to four choices.

- **Mission Briefing Screen**

❶ **Battle Map**
The battlefield area with troop positions and deployment destinations appears here divided into twenty-five sections split in a 5 X 5 grid.

❷ **Mission Code Name**

❸ **Plan Summary**
Brief description of selected plan.

❹ **Plan Details**
Click here to obtain detailed information of selected plan.

❺ **Message Area**
Messages appear here when you click on the *Plan Details* Button or any selection from the menu bar at the bottom of the screen.

Menu Bar
Click here to get information, select a different plan, or end the mission planning stage.

Stains	Mission background information
Purpose	Mission goal and conditions
Enemy Strength	Information may or may not be reliable
Ally Strength	Troops not belonging to Doll squadrons
Plan Selection	Click here to display the selection menu. Up to four battle plans labeled A through D will appear. Choose each plan and read the description that appears in the upper right portion of your game screen. Click on *Plan Detail* if you wish a more detailed description of the plan selected.
Troop Selection	Click here after selecting your plan of action to select your troops. You will be able to return in case you change your mind and wish to select a different plan.

TROOP SELECTION

1. Power Doll Selection

You decide which units to send into battle down to the last woman. We select the Doll squads for you in the first scenario, however you can change these assignments. Use your instincts and knowledge, basing your troop selection and deployment on the intelligence information you previously received, to ensure mission success.

There are four types of Power Doll squads identified with unique color codes.

BLUE

Landing Units. Consisting of Power Loaders, these squads engage the enemy and fight mano a mano.

GREEN

Artillery Units. Deploy these squads near landing units to ensure artillery support.

BEIGE

Transportation Units. These pilots transport the landing units and the artillery units to their destinations. These units consist of transport carries that can handle heavy loads and their escort jet fighters. These units may encounter direct enemy attack when approaching the landing areas.

EMERALD GREEN

Air Support Units. These air squads consist of bombers and jet fighters. These pilots will support your landing units with preemptive bombing runs and air strikes when requested.

These units consist of two squads, the 1st and 2nd, respectively.

A. Air and Ground Support

Power Dolls are trained in either air or ground support:

1. Ground Support members operate Power Loaders and artillery vehicles.
2. Air Support team members can pilot any of the aircraft available.

Therefore, you cannot interchange your pilots with your Power Loader and artillery team members. A pilot will have the label PILOT underneath her name. All others will not have a label under their name.

B. Friendly Force

Depending on the scenario, it is possible to receive outside troop support. These outside troops will appear instead of a Dolls team member graphic. Unfortunately, you cannot change the weapons for these troops. These outside troops are mainly for air support. They consist of air force wings that can provide air transport or complete bombing runs. If necessary, you can include these units with your Dolls air support however these outside units will execute the selected battle plan. You cannot control them once the mission begins.

Units Organization Screen

❶ Squad Name
Squad names grouped by type based on plan selected.

❷ Squad Code Name
Call name used during mission.

❸ Select Squad
Click here to display the list of squads available. Select
the squad here to assign members to that squad.

❹ Mission
Squad orders for selected plan.

❺ Members
Names appear here.

❻ Landing/Bombers/Transport Units

❼ Artillery

❽ Team Member List
Assign or remove a member from selected squad by
clicking on her picture.

❾ Menu Bar

Squad Members

❶ Member's name and weaponry

❶ Weapon Status

This window displays three members at a time. Click on
the scroll bar to the right of the window to display the rest
of the members.

- **Team Member List**

Three members appear on each row. Only two rows can appear at one time. Click on the scroll bar to the right of the window to display the rest of the members.
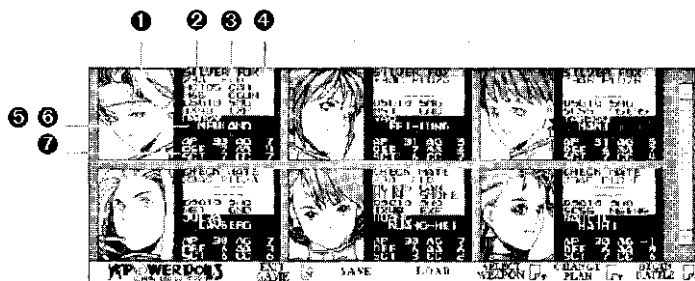

❶ **Beautiful but deadly Power Doll**

❷ **Her squad's code name (also color coded)**

❸ **Her aircraft, artillery vehicle, or Power Loader**

❹ **Her vehicle's status**

❺ **Her name**

❻ **Her skill category: Ground/Air**

❼ **Her current statistics**

   ✓ Action Point (AP) A ✓ i-Ground Accuracy (AG)

   ✓ Cloaking Ability (DEF ✓ nti-Air Accuracy (AA)

   ✓ Search Range (SCT)   ✓ Combat Strength (CC)

The PILOT label appears underneath every Power Doll pilot. If there is no pilot label, then she only operates Power Loaders and artillery.

See Chapter 8, Selecting Weapons, to learn more about the features and capabilities the Power Dolls have at their disposal. All Power Doll configurations can be modified from this screen.

- **Landing, Artillery and Transportation Units**

In the upper right corner of the screen, the six partitions in the frame (except the lower right portion) display the relationship of the Landing, Artillery and Transport Units. Look here to see the code names for all the squads.
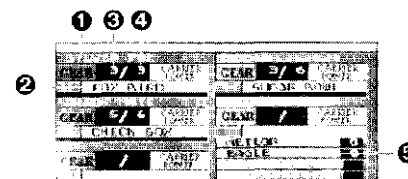
1. **Code names for the landing and artillery squads**

2. **Code names for the transport squads**

3. **Load capacity needed to transport the current landing or artillery unit**

4. **Transport unit's total load capacity**

Load Capacity means the total cargo weight measured by points that any particular aircraft can carry.

Only certain aircraft can transport Power Loaders or artillery. Each Power Loader weighs one point. Each artillery vehicle weighs three points. The total points to be carried must be equal or less than the transport unit's load capacity.

When the transport unit overloads, Capacity will turn red to remind you to relieve the excessive load.

By the way, you can click on the code name in order to quickly change the current squad selection.

5. **Ground Support Units**

Squad's code name appears with the number of members currently assigned to the squad. Landing, artillery, and transport squads are identical. Click the code name and change the squad name assigned to this code name.

2. Power Doll Assignment

Select a squad by clicking the SELECT SQUAD button on the top of the screen. Next, click on the character list at the bottom of the screen to find the Power Dolls not yet assigned to a squad. Select a Power Doll. Click Yes or No when prompted to add her to the squad.

a) Air Wings and Ground Units

Power Dolls are trained for either air or ground support

Ground Support members operate Power Loaders and artillery vehicles.

Air Support members pilot any aircraft available.

You cannot interchange your pilots with your Power Loader and artillery team members. A pilot will have the label PILOT underneath her name. All others will not have a label under their name.

b) Limitations when assigning vehicles to squad

Pay attention to the vehicles you assign to a squad. For example, although all pilots can fly any of the aircraft available, you cannot place squad members with Power Loaders in attack aircraft. They will not fit inside the jet. Also, the same holds true for the Mechanized Armor (artillery) squads. They can climb on board a Power Loader. It will not work.

See Chapter 8 for instructions on assigning particular equipment to individual Power Dolls, e.g., Power Loaders.

c) Limitations on assigning aircraft to Air Wing

Transport carriers and attack jet fighters travel at extremely different speeds. Do not assign them to the same Air Wing.

3. Removing Power Dolls from a Squad

Select a squad, then click on the Power Doll name (a white border will appear around the name when you move the cur-

sor over the name). Click Yes or No when prompted to remove her from the currently selected squad. Select Yes or No. If you select Yes, she becomes available for assignment to any squad.

4. Menu Bar Commands

The following options are available from the menu bar at the bottom of the screen: *Exit Game, System, Select Weapon, Change Plan, Begin Battle*

Exit Game	Ends mission and returns you to the Power Dolls main menu
	Save your current game or load a previously saved game.
Select Weapon	The Weapons Selection screen will appear. Please see Chapter 8 for more information.
Change Plan	Return to the Mission Plan screen. You can review your mission orders or select a new plan.
Begin Battle	Click here when you finish configuring your squads. You will begin your mission with the plan selected. See Chapter 9, Battle Map, for more information.

TROOP ARMAMENT

1. Weapon Selection

Go to the Squad Selection screen and click on SELECT WEAPON at the bottom of the screen. The Power Dolls list will appear on top; the menu bar at the bottom will change.

Jump directly to WEAPONS SELECTION screen by clicking on any Power Doll then clicking SELECT WEAPON.

• **Power Doll Information**

❶ **Scenario Name**

❷ **Plan Summary**
Summary of currently selected plan

❸ **Mission Orders**
Displays mission information and requirements

2. Vehicle Selection

There are unique sets of weapons for all the vehicles.

Aircraft can carry 4 weapons [WEAPONS 1-4].

Heavy Mechanized Artillery carry 3 weapons [WEAPONS 1-3].

Power Loaders carry 4 weapons:
2 shoulder-style [WEAPON 1-2]
2 hand weapons [RIGHT HAND LEFT HAND].

The maximum weapons that the selected squad can arm appear in frames. The places to put weapons will display the vehicle name and its features.

Note that the numbers above are the maximum number of weapons each type of vehicle can carry; not all the weapon types will be compatible with a particular vehicle. For example, though aircraft can have up to four kinds of weapons, air transport carriers can use only two of these weapons. Also, some Power Loader models do not feature shoulder-type weapon capability.
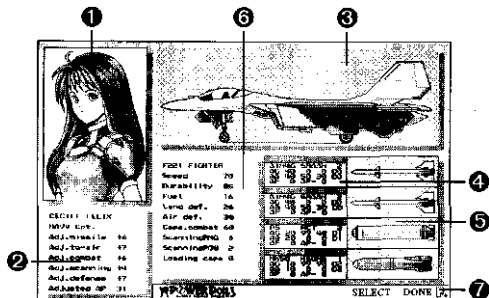
- Power Loader Weapon Selection Screen
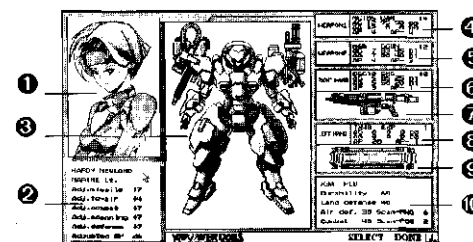
❶ Power Doll Picture
❷ Power Doll Name, Rank and Capability
❸ Vehicle Picture
❹ Right-shoulder Weapon Features
❺ Left-shoulder Weapon Features
❻ Right-hand Weapon Features
❼ Right-hand Weapon Picture
❽ Left-hand Weapon Features
❾ Left-hand Weapon Picture
❿ Power Loader Basic Features

Aircraft Weapon Selection Screen

❶ Power Doll Picture
❷ Power Doll Name, Rank and Capability
❸ Vehicle Picture
❹ Weapon Features
❺ Weapon Pictures
❻ Aircraft Basic Features
❼ Menu Bar

Artillery Weapon Selection Screen

❶ Power Doll Picture
❷ Power Doll Name, Rank and Capability
❸ Vehicle Picture
❹ Weapon Features
❺ Weapon Pictures
❻ Artillery Basic Features
❼ Menu Bar
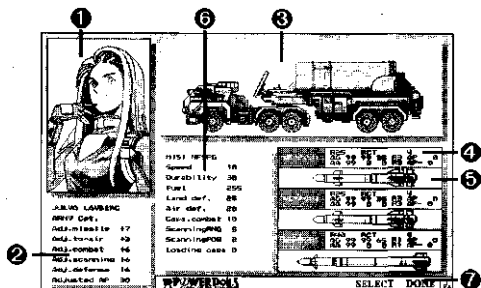
3. Power Doll Capability

The Power Doll Capability is a numerical value representing her capability in battle (this does not include Action Points). The value range is -7 to +7; the greater the value, the better.

The following items help explain the Power DOLL Capability. The acronyms show in parentheses appear in the game screens. Capability values increase after each mission.

✓ **Ground Missile Accuracy (AG)**
Her hit ratio when firing upon enemy ground troops and vehicles. This value applies to all categories.

✓ **Air Missile Accuracy (AA)**
Her hit ratio when firing upon enemy aircraft. This value applies to all categories.

✓ **Combat Concentration (CC)**
The damage she can inflict on an opponent in close combat. This value applies only to Power Loaders.

✓ **Search Tachometer(SCT)**
Her ability to detect enemy aircraft. This value applies only to Power Loaders.

✓ **Defense (DEF)**
Her ability to avoid enemy fire. This value applies to all categories.

✓ **Action Point/Corrected AP**
Every action on the battlefield consumes Action Points. The largest AP value a Power Doll can use in battle is her Corrected AP. This second value is calculated by taking her total AP less her total AP Load (the sum of her weapon weight). Therefore, she will consume more APs when she carries a heavier weapon load.

The AP displayed in the Weapon Selection Screen is the Corrected AP; the AP displayed in the Power Doll's member list is her initial AP.

AP values apply only to Power Loaders.

4. Vehicle Capability

There are 11 Capability attributes for the vehicles in the game. The Power Loader's attributes appear in the Weapons Selection Screen. Aircraft and artillery attributes appear when you select a vehicle. The number of remaining vehicles will appear at this time as well.

✓ **Strength**
A numerical gauge of a vehicle's current status. This value decreases when a vehicle incurs damage. The vehicle is completely destroyed when this value reaches zero.

✓ **Ground Defense**
Defense against enemy ground fire. Value ranges from 10 to 50.

✓ **Air Defense**
Defense against enemy air attack fire. Value ranges from 20 to 60.

✓ **Combat Capability**
Battle skills useful in close combat.

✓ **Mobility**
Mobility affects the AP values of Power Dolls riding this vehicle. This value is expressed in percentage. For example, a vehicle with 10% mobility will increase the AP of the Power Doll onboard by 10%.

✓ **Search Distance**
All enemy targets can be found within this distance when searching so long as there are no barriers like a forest. For more detailed instructions, see Chapter 12, Detailed Rules.

✓ **Penetrating Search**
All enemy targets can be found within this distance even when searching through barriers like a forest. For more detailed instructions, see Chapter 12, Detailed Rules.

✓ **Weight**
Transport load capacity.

✓ Speed
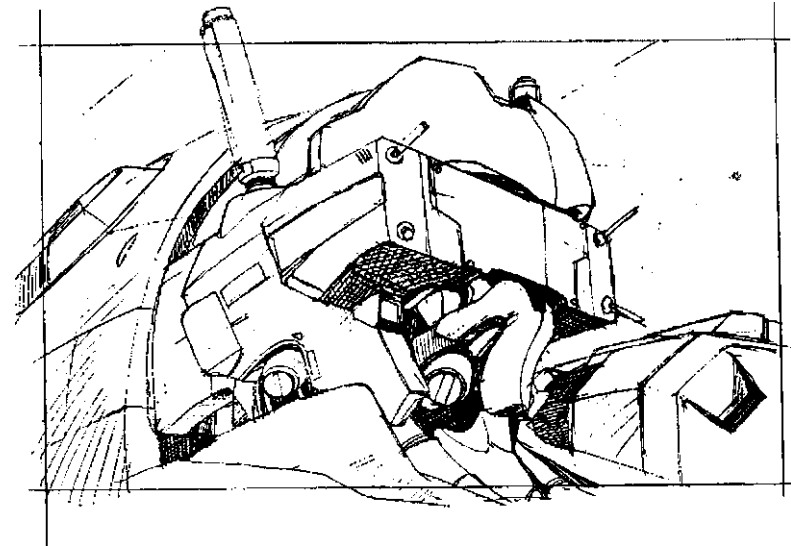Aircraft and Artillery vehicle speeds. Ground troop speed is always 10.

✓ **Fuel**
This value only applies to aircraft not ground vehicles.

✓ **Load Capacity**
Capacity to transport different vehicles. A Power Loader requires 1 point, artillery vehicles require 3 points each.
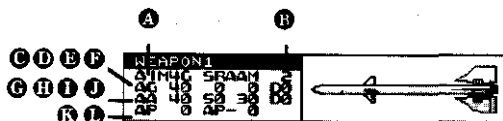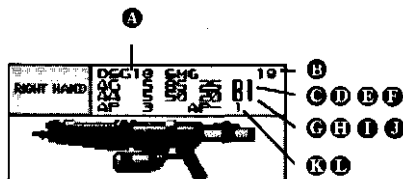
✓ **Vehicles Remaining**
Remaining vehicles of a particular type.

5. Weapon Capability

- Weapon Status of Power Loader or Aircraft on armament selection screen

Ⓐ Weapon Name	**Ⓖ** Air Range
Ⓑ Ammunition	**Ⓗ** Air Precision
Ⓒ Ground Range	**Ⓘ** Air Attack Capability
Ⓓ Ground Precision	**Ⓙ** Air Fight Category
Ⓔ Ground Attack Capability	**Ⓚ** AP Consumed (AP)
Ⓕ Ground Fight Category	**Ⓛ** AP Load (-AP)

Weapon Status of Power Loader or Artillery on armament selection screen

Ⓐ Weapon Name	**Ⓖ** Air Range
Ⓑ Ammunition	**Ⓗ** Air Precision
Ⓒ Ground Range	**Ⓘ** Air Attack Capability
Ⓓ Ground Precision	**Ⓙ** Air Fight Category
Ⓔ Ground Attack Capability	**Ⓚ** AP Consumed (AP)
Ⓕ Ground Fight Category	**Ⓛ** AP Load (-AP)
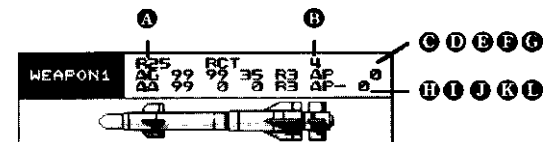
✓ **Ammunition**
What you can fire with a particular weapon, i.e., bullets, missiles, etc. This value decreases as the ammunition is consumed during battle.

✓ **Ground Range**
The range (farthest distance) of your attack weapons. The value is the number of hexagons your attack can cover.

✓ **Ground Precision**
The hit ratio when attacking enemy ground weapons. This value is zero for weapons unable to attack ground weapons.

✓ **Ground Attack Capability**
Ability to attack enemy ground weapons. Values ranges from 20 to 60. This value is zero for weapons unable to attack enemy ground weapons.

✓ **Air Range**
The farthest distance you can attack enemy air weapons. This value is equal to the number of hexagons your attack can cover.

✓ **Air Precision**
The hit ratio for enemy ground weapons. This value is zero for weapons unable to attack ground weapons.

✓ **Air Attack Capability**
Ability to attack enemy aircraft. Values range from 20 to 60. This value is zero for weapons unable to attack enemy aircraft.

✓ **Weapon Category**
Weapon capabilities depend on the location and distance from the target. For example, an automatic rifle used by a Power Loader can inflict damage on one enemy in the adjacent hexagon while a rocket launcher can inflict damage not only on the target location but also on the neighboring hexagons.

The weapon categories and acronyms are described below:

D Direct attack when target is in line of sight.

D0 Weapon
Strike one enemy location with precision.

D1 Weapon
Strike target and surrounding six hexagons.
No precision.

R Indirect attack when any target is 2 hexagons away. Hit ratio and assault power is high.

R0 Weapon
Strike a single target within range.
High hit ratio and attack power.

R1,2,3 Weapons
Strike all hexagons within range.

S Smoke weapon lays smoke screen around target.

A Around weapon lays fire screen around target. Strong assault power makes this weapon very effective.

C Complementary weapon increase vehicle capabilities.

✓ **AP Consumed**
The AP value needed to conduct a weapon attack.

✓ **AP Load**
This is the AP value that must be subtracted from a Power Doll's AP value due to weapon and equipment load. After subtracting this value from her total AP value, the result is the Corrected AP.
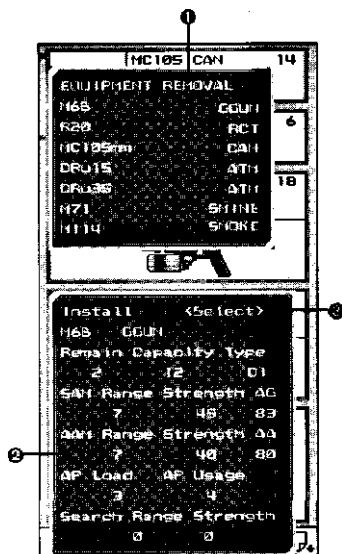
✓ **Search Distance, Search Penetration**
The farthest distance a particular equipment can detect the enemy.

6. Equipment Selection

Click the weapon status. A menu will appear allowing you to change the equipment.

- **Equipment Selection Window**

- ❶ **Equipment Selection**
- ❷ **Equipment Status**
- ❸ **Equipment Decided Button**

7. Changing Vehicles

Click the SELECT button at the bottom of the screen to change the vehicle your squad is using. After making your selection, click the DONE button to enable the change.

8. Switching Power Loader and Artillery

Ground squads can switch between Power Loader and bombardment vehicle.

From the Select Vehicle Screen, choose REMOVE ITEM to unload the squad from that particular vehicle. Then select the new Power Loader or Artillery vehicle from the list on the screen.

Click the DONE button on the bottom menu bar to return to the Power Doll Selection screen.

BATTLE MAP

After selecting your squads and weapons, you can begin your mission. Transport units carry the landing parties and artillery support to the target landing points.

- **Battle Map Screen**
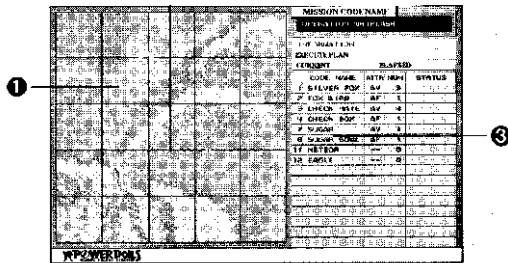
❶ **Enemy force unit**

❷ **Our force unit**
   Though landing units cannot be represented on the screen, the number of transport units appear here.

❸ **Squad information**
   Squad number
   Squad code name
   Military type (Army, Navy, Air Force)
   Number of members
   Status

TACTICAL MAP

1. Tactical Maneuvers after Landing

View the battlefield before maneuvering a squad.

- **Tactical Map**
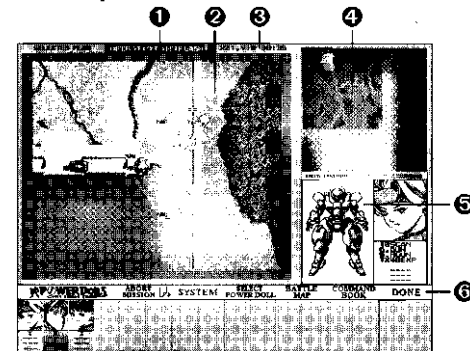
❶ **Scenario Name**

❷ **Main Screen**

❸ **Current Time**

❹ **Overview Map**

❺ **Data Area**

❻ **Menu Bar**

2. Menu Screen

The left side of screen is the tactical map close-up. Unit movement, attack instructions and fighting action appear here. Click any unit on this screen to display instructions.

3. Overview Map

This map represents the entire tactical area. The small rectangle frame on the map represents the selected area on the main map. When moving this frame, the represented area on the main map also changes, correspondingly.

Click inside the frame, the arrow shaped mouse cursor disappears, and the frame moves according to the movement of the mouse. Then move the frame wherever you want on the map and click again. The frame will be fixed there, reflecting the new place in the main map. On the overview map, our force is represented by white, while discovered enemy units are in red.

4. Data Area

Lower right corner of the screen displays the information of the unit about to receive instructions and its pilot.
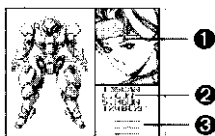
❶   Picture of the character

❷   Equipment

❸   Status
The Status displays are:
SHLD   (SHIELD UP) The unit is cloaked.
CARRY   The unit is transporting another vehicle.
HURT   The unit's drive mechanism is malfunctioning.
STACK   The unit can hardly move.

Ground transport vehicles can be damaged during landing if attacked by the enemy.

5. Menu Bar

The menu bar appears at the bottom of screen.

Abort Mission: Stop the battle now. In the campaign mode, if it is impossible to continue the campaign while withdrawing, the game is over. Otherwise, you just fail that mission and continue on to the next mission.

Select Power Doll   Displays an overview list of our force. You can select from a list of operable units.

Battle Map: The battle map can be used to confirm enemy movement and the status of friendly troops which are position outside the area of the tactical map.

Command Book: Confirm the purpose of this battle and the victory condition.

Done: Terminate the action phase (ground battle phase) of this map. Please consult Chapter 16 for further details.

LANDING PHASE

1. Transports must first reach tactical area

On the left side of main screen, the transport squad's aircraft and its surrounding hexagons are highlighted.

Here, the player can move the aircraft in order to land the Power Loaders in any position. Artillery squads will land automatically outside the tactical map. These units cannot be controlled by the player.

2. Transports in enemy air space

First, use aircraft to deploy Power Loader units. Then, click the destination hexagon to move the units. Aircraft will move to the designated position. You can move repeatedly to the same location.

You may be subject to enemy antiaircraft fire when you enter their air space. If the aircraft is hit, the aircraft may have to force land the Power Loaders in an unsuitable area. The Power Loaders may be damaged. If the crash location is safe, then some Power Loaders may survive the impact.

When the aircraft is damaged, it remains in the hexagon where it was hit. You have to set a new destination in order to move it again.

3. Begin Landing

Click directly on the aircraft. The Unit Action menu wilt appear. You can choose either *Single-Landing* or *Multi-Landing.*

a) Single-Landing

Select *Single Landing* then select the Power Loader and pilot you wish to land. Select landing vehicles, then landing destination. Click the location of your choice on the main menu.

Next, return to Landing Members Selection menu. After landing at the location, click the right mouse button to hide the menus. You can now move the transport aircraft again.

b) Multi-Landing

Selecting *Multi-Landing* automatically lands all landing units. After landing the entire landing party, the aircraft will return to base to pick up the next landing party, if any. Landing a Power Loader is not a precise maneuver. Don't worry if you're a couple of hexagons off the landing point. After all your units land, you can begin to control the Power Loaders individually.

TACTICALMANEUVERS

After the landing phase, you can begin your tactical maneuvers. Maneuvers have seven phases grouped as one TURN.

Each TURN advances the game's simulation time by 5 minutes (this is not five minutes of real time). Since air support relies heavily on good timing, be sure to pay close attention to the game time.

Friendly Force Landing Phase

Move artillery units and landing units into position.

Friendly Force Artillery Phase

These are artillery shots requested by your landing units in the previous TURN.

Friendly Force Air Strike Phase

These are air strikes requested by the landing units in the previous TURN. The time it takes for the air strikes to arrive depends on the distance between your air base and the target area and your aircraft's airspeed. Pilots will enter the target area, bomb their targets, then leave, however, it is likely your air support will encounter hostile file from both the ground and air so your air support maybe shot down.

Friendly Force Ground Battle Phase

Move your Power Loaders individually to carry out the mission. This phase is directly influenced by you, the player. It is called the USER TURN. See the next chapter for more information about the User Turn.
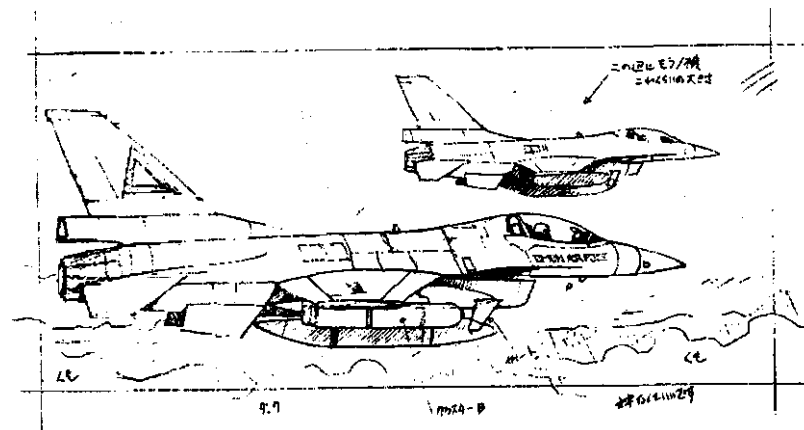
Enemy Artillery Phase
These are artillery shots aimed at you!

Enemy Air Support Phase
These are air strikes aimed at you!

Enemy Ground Battle Phase
You must take out the enemy's ground forces in order to successfully complete the mission. Be careful!

YOUR TURN

User Turn allows you time to control each of your Power Loaders for battle action. Click the Power Loader on the screen. A data area will appear displaying information about the particular Power Loader selected. A command menu will appear at the lower right corner. From this command menu, you can control your Power Loader.

Be aware that all actions consume action points (AP). During each turn, the Power Loader's movement is limited by the Power Doll's AP.

Each command on the menu has two numbers associated to it: the top number is the Power Loader's remaining AP. The bottom number is the Power Loader's remaining strength. On the tactical map, a unit and its surroundings are represented in bright color while outside the tactical unit, all units will appear in dark colors. The bright area is your unit's search area or field of vision. Any enemy units in this area will be detected automatically.

Be aware that your field of vision can often be blocked by man-made barriers or the natural terrain. Therefore, be alert and don't assume the area is clear of enemy positions. The commands for the Power Loaders are as follows:

Move (Quickly)	**Artillery Bombing**
Move (Standard)	**Abandon Weapon**
Move (Safely)	**Carry**
Detect Enemy	**Activate Shield**
Attack (Standard)	**Statistics**
Attack (Precise)	**Scenario**

A brief summary of these commands follow. For more detailed instructions, please see Chapter 14, Detailed Rules.

Move (Quickly)
Move (Standard)
Move (Safely)
These commands move the Power Loaders. Movement depends on the model unit used, the distance to be traveled, visibility during the move, and the risk of being caught.

Click to move; a range appears. Click the destination to move to. AP needed to move appears. Select YES to begin movement.

The values displayed on the neighboring hexagons represent the AP values needed to move to that location.

A hexagon can hold only one Power Doll. You cannot move a Power Doll on to a hexagon already occupied, however you can initiate hand-to-hand combat by moving a Power Doll to any hexagon adjacent to an enemy target.

Power Dolls are susceptible to being detected by the enemy whenever they move. Enemy fire can quickly stop a Power Loader in its tracks.

If a Power Doll completes her move and she still has enough AP for another, the Power Loader remains in maneuver mode.

Detect Enemy
Search the immediate area before moving. Your scanner works best when stationary. Click to immediately find visible enemy targets. This takes 4 AP.

Attack (Standard)
Attack (Precise)
Click to make the weapon selection menu appear. The selected weapon appears in red.

Hexagons represent the weapon's range. The target location is represented by numbers inside the hexagons. Ammunition decreases in units of one when attack commences. Consumed AP is weapon dependent.

Artillery Bombing

Communicate with friendly forces outside the tactical area to request support.

Click this option then click the squad you want to contact. After selecting a squad, select a weapon and target location. Weapons that appear in red cannot be selected. Support will commence automatically at the appropriate time.

This action consumes 6 AP.

Abandon Weapon

Discard a weapon. Click YES to discard a weapon. You cannot recover the weapon later but you will lessen your AP load.

This action takes 1 AP.

Carry

Move damaged Power Loaders. This is the only maneuver left for a Power Doll that cannot move on her own.

Move to an adjacent hexagon next to the immobile Power Loader. Click this option to highlight the Power Loader that will transport the disabled Power Loader. Now click on the disabled Power Loader. The disabled Power Loader disappears from the screen because it is now being transported by your other Power Loader.

The disable Power Loader cannot perform any actions while being transported. The label CARRY will appear beneath its icon.

Click the Abandon command when you want to drop off a disabled Power Loader that you are carrying. Click to highlight the adjacent hexagons and select one to drop off the disabled Power Loader.

It takes 8 AP to transport, 2 AP to abandon.

Activate Shield

Cloaking device keeps Power Dolls from being detected. Requires 6 AP.

Statistics

View detailed information on the selected Power Doll. Action consumes no AP.

Scenario

Later in the game, new command options will appear that allow you to perform specific functions, e.g., place bombs, search for hostages, etc.

These represent the most often used and most important commands you need to achieve success.

AP consumption depends on the type of actions and how often these actions are performed.

Select DONE to end your ground battle phase.

GAME RULES

See Chapter 13 if you only need a brief description of the commands available. This chapter explains in more detail the commands described in Chapter 13 and elsewhere in this manual.

1. Movement

Movement consumes AP. The amount of AP consumed is based on several factors including distance and the local terrain. No matter how far you plan to move, you must move one hexagon at a time.

AP required to move in certain terrain depends of course on the terrain but it also depends partly on the following factors:

Vehicle Category

For example, aircraft movement is not affected by terrain.

Altitude

The terrain may appear identical throughout the battlefield, however the land rises and falls in altitude. At higher altitude, AP consumption increases.

Vehicle Status

Vehicles may be damaged by enemy attack. We categorize damage into three types: malfunctions, inoperable, and destroyed. When a Power Doll's vehicle is malfunctioning, AP consumption increase one and a half times the normal consumption rate. If the vehicle becomes inoperable, then obviously the vehicle will be stranded.

Scanning ability varies depending on the maneuver.

Move (Standard)

Scanning ability is not affected.

Move (Quickly)

Travel at half your AP consumption rate but you must sacrifice your scanning ability. This maneuver allows you to move Power Dolls quickly with no regard to their surroundings, however if the enemy attacks you during this maneuver, you will sustain a high hit ratio.

Move (Safely)

Move cautiously and detect enemy easily, however this maneuver requires one and a half more AP than usual. If you are attacked in this mode, you will sustain little damage.

2. Detect Enemy

Click then select the area to scan. Best way to find the enemy.

Absolute Searching Distance

Whenever you come within two hexagons of an enemy position, you will automatically find them.

Search Distance

The scanning range is equal to the hexagons your Power Doll can "see" from her location so long as there are no obstacles obstructing the view. This distance depends on the following factors:

Search Distance of units and equipment
The sum of the unit's search distance and its equipment's search distance.

Unit Status
When the unit is moving at high speed, only the absolute search distance applies.

Search Penetration Capability
The number of hexagons to search in area despite obstacles.

Search Penetration Capability of units and equipment
The sum of the unit's search penetration capability and the equipment's search penetration capability.

Unit Status
Search penetration capability is disabled during high speed maneuvers; only the absolute search distance applies. This capability remains at 1 during regular maneuvers, however since this coincides with the absolute search distance you do not gain any scanning distance.

After deciding the search area by the above factors, use the following to estimate the precision of your search.

Terrain
Some types of terrain are better suited for hiding than others. Also, the effectiveness of smoke screens depends partly on the terrain.

Search Capability Accuracy
The ability to find enemy position also depends on the accuracy of the search capability.

Unit Status
A Power Doll, executing a normal maneuver, will find all the enemies within the absolute search distance; and will also find all the enemies who are not hiding and are within the search distance. A Power Doll can still find hidden enemy positions but this largely depends on the search correction capability. However, if the enemy is hiding in terrain suited for cover, then she will never find them.

A Power Doll, executing a high-speed maneuver, can only find enemy within the absolute search distance.

A Power Doll, executing a safe maneuver, will find all the enemy not hiding in the search distance. She can still hope to find hidden enemy positions. Her ability depends largely on her search capability accuracy.

3. Attack

AP Required

Attack is similar to maneuvers; AP must be consumed. The AP required depends on the following factors:

Selected Weapon's Assigned AP
This is the basic factor besides the combat.

Attack method

During Transportation
Attack method is divided into regular attack and precision attack besides combat. Precision attack only or transportation only needs 2 times AP as regular attack. Precision attack and transportation need 3 times AP as regular attack.

Hit Ratio

The following factors affect the damage you can inflict:

Firing range and distance from the target
R type and indirect fire weapons have higher hit ratio for close targets.

Attack Methods
D type or direct fire weapons have high hit ratios when launching a precision attack.

Weapon precision and aiming ability
As either of these two rises, so does the hit ratio.

Weapon status, target cloaking status, and defensive ability
Hit ratio drops when weapons are malfunctioning, or targets are hiding or have good avoidance capability. Weapons out of order cannot be fixed.

Damage

When the attacking weapon hits the target, the effect of damage to the target depends on the following factors. Notice that weapons have different damaging parameters for anti-ground and anti-air battle.

Assault Power of weapon
The higher this power, the higher the damage.

Target anti-ground and anti-air defense
The higher such factor, the lower the damage.

Depending on computed damage, the target will be totally destroyed if its strength decreases to 0, and it will disappear from the map then.

The damage to the equipment is computed by random number generator. If target is damaged, its status will worsen one stage a time, from good to malfunction, or from malfunctioning to out of order.

Combat

Close combat happens when units move so close to each other that their larger weapons become useless. When you move a unit to the neighboring enemy unit in the adjacent hexagon, you need to consume as much as 6 AP, and enter the combat if possible.

To start hand-to-hand combat, click the hexagon adjacent to the unit you wish to confront. Both sides will incur damage when fighting hand-to-hand. The damage of combat depends on the following factors:

Unit's combat capability
The higher this capability, the higher damage to the target.

Target unit's combat capability
The higher such capability, the less damage to the target.

Damage will apply to both sides (as long as strength is at least 1), the movements of units are for the present stopped.

When engaged in combat, the attacking side will destroy the enemy, and move it into the destroyed enemy's hexagon, stopping movement there.

ENEMY TURN

After all your units take actions, you must terminate your user turn so that the computer can control the enemy action. When the computer returns control to you again, this will be your next user turn.

Click conclude at the lower right corner to move to enemy action phase.

1. Enemy Action Phase

When in enemy action phase, the game will automatically control all enemy action.

You can interrupt only for opportunistic shooting or anti-aircraft fire.

2. Opportunistic Shooting

Opportunistic shooting means that you attack the enemy units entering the fire range or moving into the area.

When you conduct the opportunistic shooting, the following conditions must be considered besides the firing range:

  A) Shoot enemy unit right after it completes an action.
  B) You discovered the enemy unit in this turn and the unit has not performed opportunistic shooting.
  C) The unit is equipped with D1 weapons.

When enemy units are acting, select the units suitable to perform opportunistic shooting from the menu.

In the menu, there are also commands like ignore this enemy unit or wait and see, to reserve or stop the opportunistic shooting.

When selecting units to shoot, you'll then select the equipment from the equipment menu. Pick 1 kind of D1 type weapons and use that to fire at enemy unit. In case other enemy units appear for opportunistic shooting, the menu will appear again.

Ignore this enemy unit means you skip the opportunistic shooting for this turn.

Wait and see means wait to find out enemy units' action. After the enemy's action, if it is possible to perform opportunistic shooting, the menu will pop out again.

3. Anti-Aircraft Fire

Anti-aircraft fire is opportunistic shooting against enemy air strikes. It is similar to opportunistic shooting in the previous section except the feasible conditions are (besides enemy appearing in range) as follows:

  A) You find the enemy.
  B) No opportunistic shooting of enemy aircraft.
  C) The shooting unit has a working air weapon.

Also, the enemy may fire opportunistically at your moving units.

SYSTEM MENU

SYSTEM

1. Save Operation

Select save to open a window of slots for saving data.

2. Load Operation

Load previously saved data. You can load only data saved from the tactical map. If you want to load data saved from the troop selection menu, select END MISSION, return to the main menu, then select DATA LOAD to load data from the troop selection screen.

3. Battle Termination

Stop the battle and return to the top menu. This is different from withdrawing in that you are exiting the campaign scenarios completely.
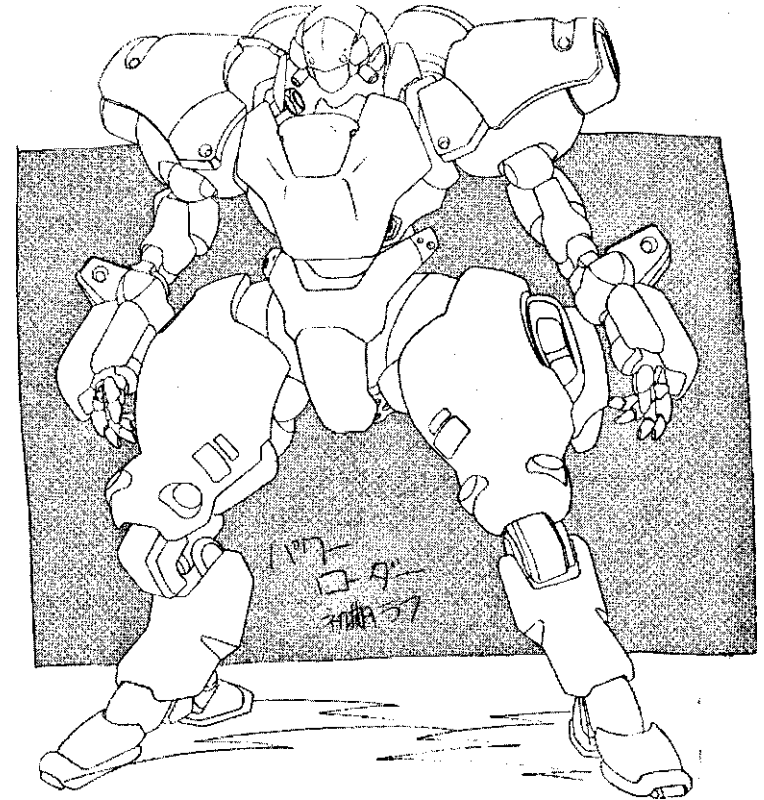
GAME HINTS

1. Track your Weapons

The number of weapons and equipment you still have can be inquired through Remaining Weapons button. For example, in the beginning, you have only 4 X3AC armored infantry.

2. Weapon Types DO and D1

D1 type weapons are the only weapons that can shoot opportunistically during the Enemy's Turn. All Power Dolls should carry at least one of these weapon types at all times, if possible.

DO type weapons are the only weapons that can shoot precisely. You obtain a much higher hit ratio with precision shooting; for example, the cannon provides excellent firepower with its long range yet accurate aim.

3. High Speed Maneuvers near Enemy

High speed maneuvers inside enemy range leaves you vulnerable to attack. Stick to regular and safe maneuvers when near enemy targets.

4. Read your Mission Orders Carefully

Before attempting your first landing, read all the messages first. The conditions you must meet to successfully complete your mission are clearly spelled out. For example, you must destroy the dam in the first scenario. You must place three explosives on the dam. Each explosive takes fifteen minutes to set. These detailed instructions are available to you but not all the information is in one place. Be sure to read all the messages!

5. Clearing a Mission

Clearing a mission means that when you fulfill the conditions, finish your turn.

6. Cloaking (Shields)

A cloaked Power Loader is nearly immune to enemy attack. Always cloak especially your searching units in light armor.

7. Caution when Disarming

All weapons have upper limits. When you disarm a weapon, the corresponding AP load disappears, and the unit's AP value is increased. Although disarming some weapons is useful, these weapons wont be available for later missions.

8. Don't Forget Enemy Reinforcements

Keep an eye on the battle map and enemy movement. For example, in the first scenario enemy reinforcements are to the north. If these enemy reinforcements arrive before you complete your mission, you will be in trouble.

9. Time

Each turn takes 5 minutes. 12 turns make up one hour.

10. Know the Enemy Strength

A Power Loader on your side can fight with 3 enemy tanks. In this game, a company consists of 3-4 tanks and 2 other vehicles. 3 companies form a battalion.

11. Spot for your Artillery

Artillery vehicles provide precise firepower. Always organize your artillery with Power Dolls capable of scanning broad areas in order to fully utilize the artillery.

THE OMNI COLONY

- **The Odyssey**

By 2455, overpopulation on Earth forces the world government to attempt the most daring of solutions. They begin an ambitious plan to emigrate five billion people to an uninhabited planet three hundred light years away. The government decides to ship the prison population first; making these unfortunates the first galactic colonists.

Nearly all the spaceships veer off course ending up lost in deep space. One ship manages to maintain its course; unlike the other hulk wrecks in space, not one thief, cutthroat, or indolent is on board. The passengers on this fateful ship carries those branded the most dangerous to society. Idealists. And true to their form, these women and men turn their death sentence in space into a quest for freedom.

Their odyssey continues on through the next generations ultimately ending one hundred and sixty years later. Omni, the promised land, is a wasteland of bogs, deserts and rock. The new arrivals only see the promise of this brave, new world.

- **Planet Omni - World Map**
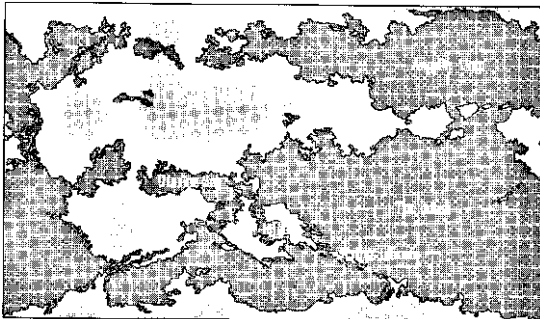
- **A Fight for Independence**

The daunting task these first colonists had of transforming the savage environment for human civilization is incomprehensible. Nonetheless, these settlers set themselves to the task and only twenty short years later, the first signs of progress were clearly evident.

In 2532, 77 years after the first colonist arrived, the Earth scientists discovered the secret to traveling at speeds faster than the speed of light. Earth immediately began organizing their armada of one million strong to ensure Omni control but it was too late. The colonists who bravely found their way to Omni had no plans on relinquishing their freedom.

In 2535, Omni declared independence.

The Establishment of DOLLS

At first, the Omni independence army is nearly overwhelmed by the size and power of the Earth armada yet they struggle furiously to survive. Their main tactical advantage is their knowledge of the terrain and access to heavy armored weapons and vehicles they developed on their own. The infantry especially has a unique weapon never seen before. It is a modified Power Loader. Power Loaders were considered to be only useful for defending strategic installations but quickly the Earth armada realizes a modified Power Loader can be an effective offensive weapon, too.

The first organized Power Loaders were Ranger units. These units fought in mountainous terrain and in jungles. Then armored infantry Storm Troopers were assigned to urban warfare. The most recent unit, and the most effective unit, is the Detachment of Limited Line Service, a special force trained in all aspects of warfare including hostage rescue and sabotage.

DOLLS is made up of twenty-one female officers. These officers were chosen as the best officers from their battalions. The Armored Mechanized, Heavy Artillery, Storm Fighters, and the Air Transport Wing are all represented. These women selflessly offer their lives to protect their home planet and their freedom.
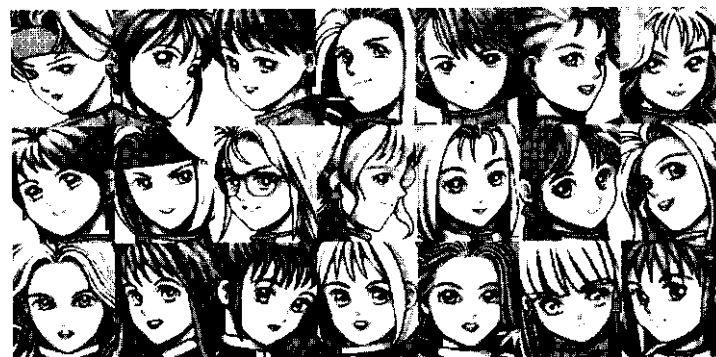
POWER LOADERS
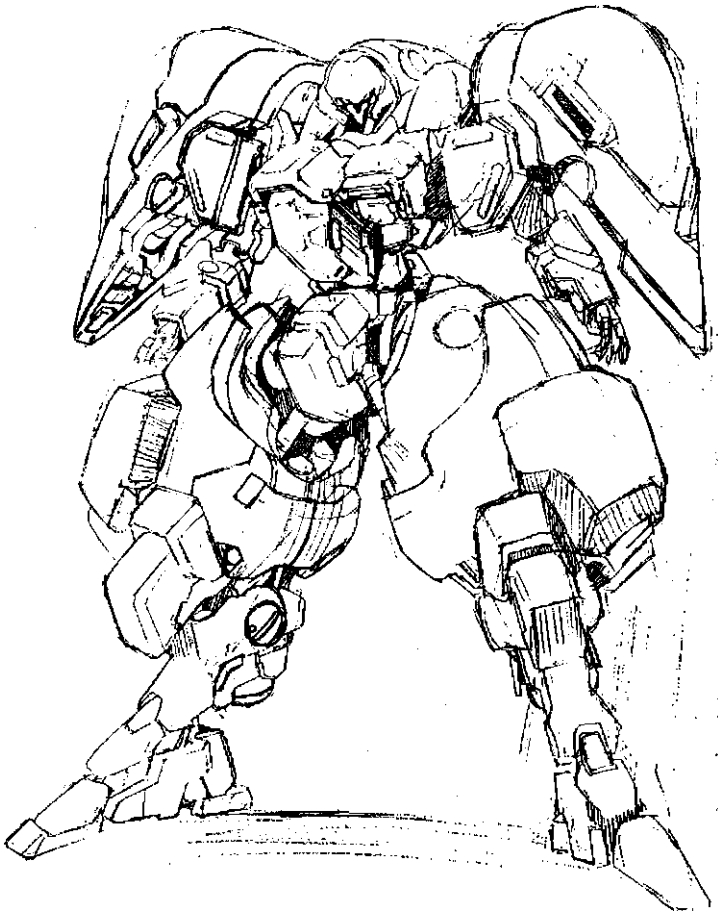
A Power Loader is an all-purpose, highly mobile, manned robot developed by the Omni independence forces. Power Loaders feature plenty of armor protection and heavy firepower in a compact aerodynamic design. Various versions were developed. Currently the most popular models feature lightning assault gear with cloaking and scanning modules. One model that deserves special mention is the new yet untested model, X-3A (PD-503). It can be air dropped from high altitude transport carriers or launched from the sea via submarines.

ATR Development

The Omni independence force were not equipped with Power Loaders until only recently. The first plans were drawn after Earth broke the Light Barrier.

Fearing the worst, Omni's Provincial Parliament began development on the Power Loader. The Omni citizenry knew Earth would attempt to gain control of the planet colony. The weapon developers focused on developing a killing machine suited for Omni's terrain.

The weapon developers focused on the human-like, two-footed Loader; a robotic construction vehicle originally developed for undersea work. Plans were submitted, rejected, and revamped until November 11, 2532; the day the Armed Forces nodded their approval. The ATR program was born. The yet-to-be developed Loader would be incorporated by the armed forces specifically for lightning-strike campaigns and other highly classified objectives. The military aircraft manufacturer, Redlands Grass Inc. won the bid to modify and improve the basic design.

X-1 (PD-204Y-207Y)

On July 4, 2533, the ATR prototype Model 204 was completed. In November of the same year, three working models were produced.

Though the prototype PD-204Y still had a lot of technical problems, specifically in avionics, it passed the military tests with flying colors. The Army and Air Force top brass knew they had a winner. They pushed development along requesting full development of the ATR within two years. Redlands Grass complied, producing the updated PD-207Y in only thirteen months. After the successful testing of two prototypes, the X-1 was displayed to the public for the first time. The Omni Army ordered twenty-four X-1s; eight for delivery the first year with sixteen more due the following year.

In March of the following year, the Earth armada arrived on Omni as expected. Weeks later, in late December the Martin Bay incident ignited what was already an extremely tense situation. By January, the Omni government had declared independence. On January 12, Earth forces bombed the Darolia complex declaring the Omni independence an act of treason. Facing overwhelming odds, the Omni forces decided to try out their secret weapon, the X-1. The X-1s were assigned to support the 104th Regiment. The original production plans for sixteen X-1s mushroomed to seventy-three!
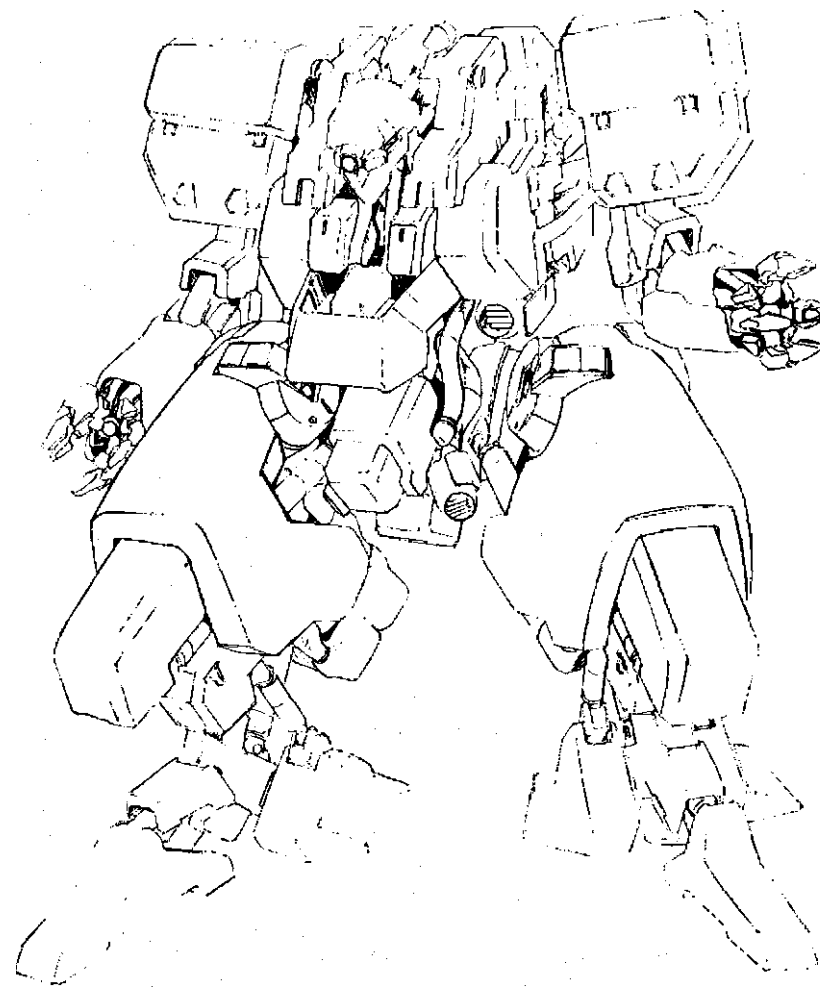
X-1C(PD-301A)

Redlands Grass Inc. actively developed the Power Loader from Day One. The X-1 continued to receive new enhancements both in development and on the shop floor. From June 2535, the X-1 block 1/25 (WA-23001 -27) was produced until it was superseded by a new X-1 block in November 2535. This version appeared until August 2536 when the (WA-2328-67) debuted with an entirely new arsenal of weapons. Redlands Grass then developed the upgraded model X-1C (PD-301A) based on new features found on Earth's heavy mechanized models and the original Omni X-1 (PD207).

The X-1C performed well in tests; the WB-23111-2 production ran for 13 months. These models were deployed after only seventeen months. This was an exceptionally fast production launch. The main improvements were increases in fuel capacity and huge reductions in power consumption resulting in a model that could withstand longer action on the battlefield. Additionally, the beleaguered avionics were improved and new fire control equipment (for surface-to-air missiles) was introduced.

By and large, the most important development for the Power Loader appeared in the introduction of the HOTAG (Hands On Throttle And Grip); a system similar to that used by existing aircraft. Also, the annoying problem of a closed cockpit was solved with the introduction of the Acting Night Vision Trace Goggle by the North Huelante Company. Its acronym is ANVTG. These two systems enabled the Power Loader pilot to control 24 cameras embedded around the Power Loader, in complete 160 degrees axial movement and 180 degrees vertical positioning. Advances were also made in night vision, size-scale changes, and the lock-on guidance controls. Topping all this off, operator safety was introduced with the specially designed ejection system and reactive armor allowing the driver to escape safely at a moments notice.

⬇X1-C/N

⬆X1-C
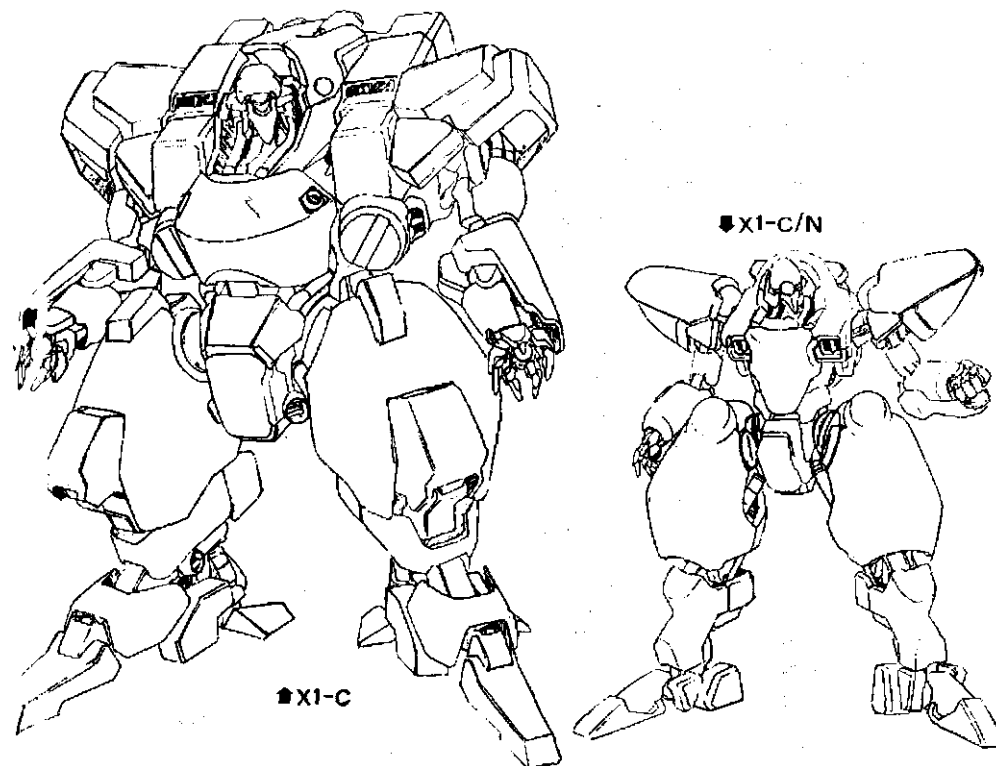
The X-1C with its superior features soon became the vehicle of choice used by the Omni ground forces. It quickly became a serious threat that the Earth forces had to reckon with. Several X-1C enhanced models appeared soon after. Among these, the N(PD-303C) Night-Attack Loader utilized enhanced ANVTG night vision with cockpit illumination as well as automatic terrain-tracing radar. It haunted the enemy forces nightly. This model was mainly used by Major General Blesdoe's Tank Division (MET) for tactical support.

The initial X-1C production models in the WB-24000 series were denoted by the /B suffix. New suffixes beginning with /N (WB-24200 series) were later added.

X-1 C (PD-301 A) /B /N /ND /NMK2. Final production: 374.

X-2 (PD/S-401)

The last version of the X-1/N, the NMK2(PD-303G) was changed drastically. At least so far as its material composition. The entire head gear and most of the upper body received new coats of light-weight composite materials. These material coating allowed the unit to carry 1.6 times more weight than its predecessor. The basic structural changes required of the new Power Loaders launched the ATR-XL project.

In 2537, the ATR-XL secret development began. The first Power Loader delivered under the new banner appeared in less than two years. Earth forces were helpless to attack from the MBT/Power Loader combination. Soon after the /N model was launched, the Power Loaders were assigned for the first time to their own separate squadron .

The ATR-XL goal was to improve the Power Loader's mobility and close-combat capability. It also focused on improving the robot's cloaking features and plasma-fire weapons.

Not surprisingly, the Omni Forces couldn't claim victory just yet due to the immense size of the Earth armada. The Power Loader was a superior fighting machine and the Earth forces had no weapon to counter with, however, the enemy was still winning most battles due in large part to their sheer size. No matter how great the Power Loader was, the machine was only as good as its pilot; and only a handful of elite soldiers could understand the grace and science behind the Power Loader to use it effectively.

In late March 2538, the YD-540 (XL-34070), another ATR-XL prototype was unveiled. The most exciting feature to be added was the ability to airdrop from high-altitude aircraft or be underwater-launched from submarines. The new model continued to shrink in size being much smaller than the older X-1 models. Testing continued in April. Tests proved the X-1C/N could land from a height of 1,500 m ~ 2,000m from the landing unit DS/G110, developed by Meg Kennedy. The aircraft used for these landing tests included the C-506 (the C-556's early prototype) and the AF-15 (yet another prototype, this one for the AC-15) storm fighter.

After months of testing, the YD-540 was temporarily approved, and later renamed the YX-2 in March 2539. The reasons why it was not officially adopted were equipment failures, late development of the target-identification radar, and problems with the landing/weapon-recoil shock absorbers. Interestingly, Earth spies were desperately attempting to steal Power Loader technology during this period. It was never publicly confirmed but most believe that the YX-2 was a decoy planted solely to throw off the spies. The lame X-2 was unveiled in June of that year. By now however, Redlands Grass had developed the X-3, the successor to the X-2. The X-2 was never deployed (at least not by Omni forces). As it so happens, Earth forces soon introduced an even lamer knockoff to the X-2 that of course never lived up to their expectations. The X-3A's great success on the battlefield and the introduction of the X-1 C/N defined the new, second generation of Power Loaders. It was entirely new technology like none seen in the X-2 or previous models.
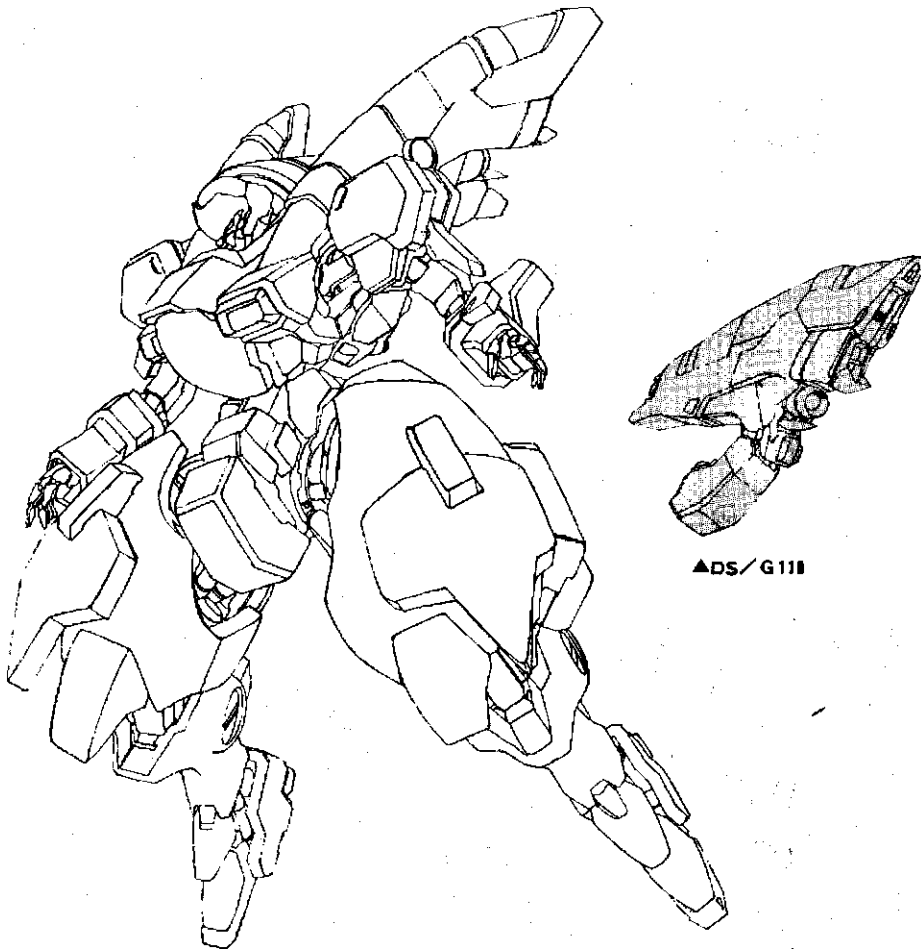
X-2 (PD/S-401) Final production: 23 machines.
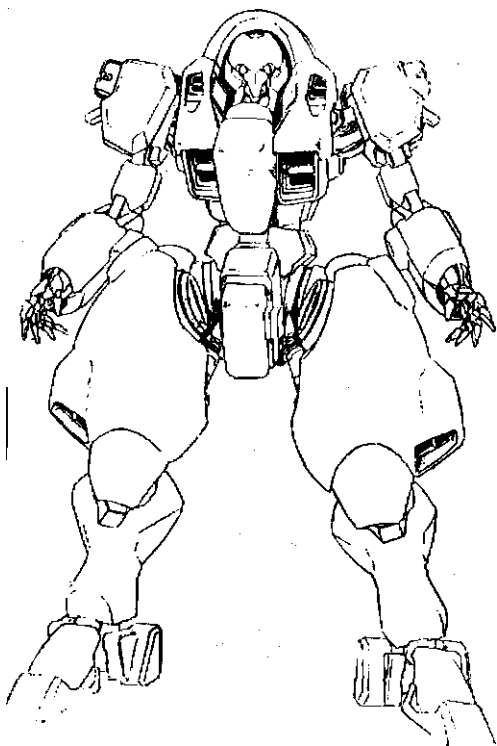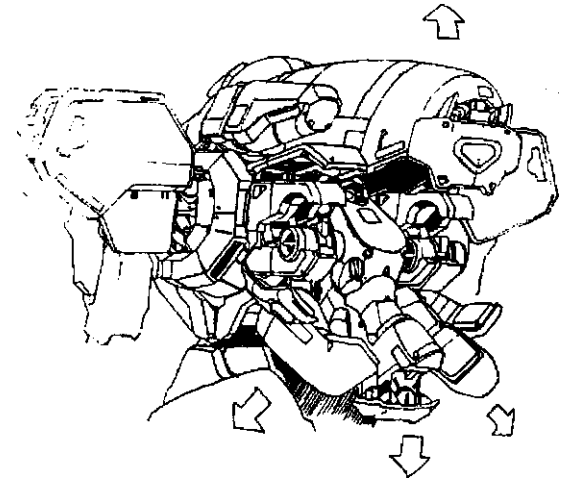
X-3A(PD-505)
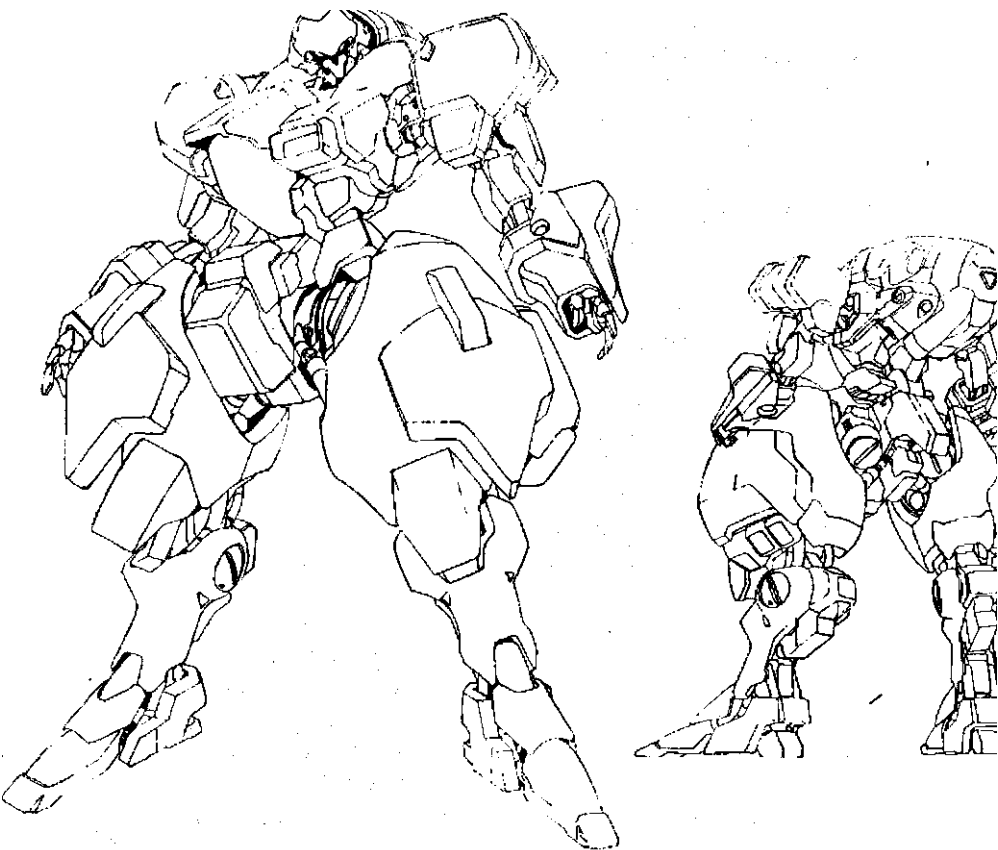
The X-3A model based on the X1-C/N design, was deployed in early 2539 making it the most advanced Power Loader with full-time battle capability and landing capability from any aircraft. The new, sleek Power Loader with its refined body, two heavy-gauge firepower, and high-safety avionics would prove to be especially useful for special missions and worthy of being called the most advanced fighting model ever.
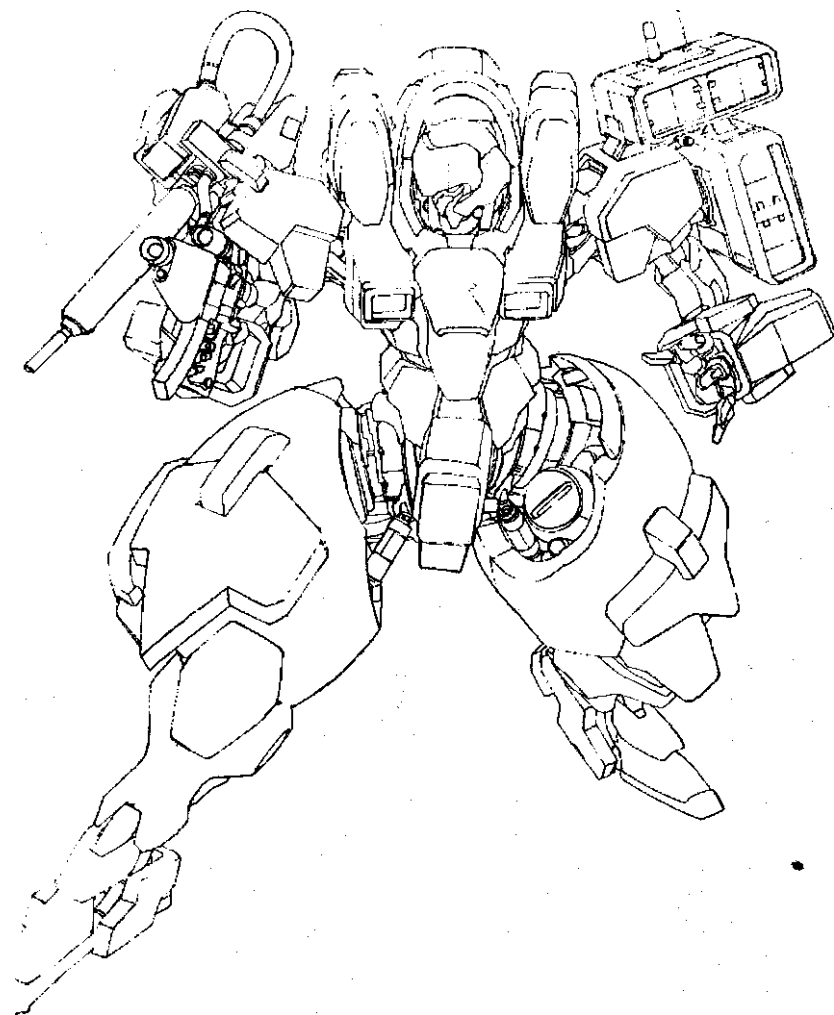
On the left and right sides, the X-3A can accommodate MC-105mm, Dru-25 and DSG10 submachine guns. The X-3A can hold a variety of different weapons to handle all kinds of missions. It is up to you, the mission leader to arm the X-3A. A wrong choice can prove to be a costly and dangerous mistake.

▲DS／G11I

The X3-A canopy was designed for the back of the Loader, in a 3 piece close-open form. The pilot strides the seat like a cyclist. When the canopy opens, the seat tilts at a 24-degree angle. The armor is capable of sustaining a barrage of 30mm armor-piercing shells with minimal damage. Also, the seat stabilizer sways with canopy whether the canopy is open or closed. This is not a flaw in design but a trade-off for both improved defensive capability and compactness.
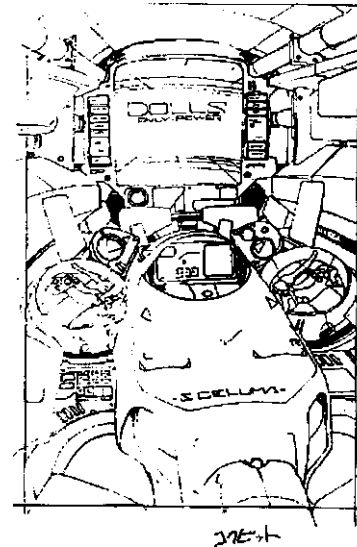
The X-3A cockpit succeeded that of the X-2 (PD/S-401). Its layout is shown in the figure to the left, with side-by-side stacks and HOTAS (Hands On Throttle And Grip). Stacked on both sides are ten flash switches with operation controls on the left and firing controls on the right.

X-3A is best launched from a DS/G110 aircraft. It can land from as high as 12,000 meters or as low as 450 meters. The landing unit is equipped with chafe/flare features to counter enemy surface-to-air (SAM) missiles. The chafe/flare unit is abandoned immediately after landing; it self-destructs to avoid leaving any kind of trail.

DOLLS DATA

Power Doll Roster

NAME	Hardy Newland
RANK	Commander - Marine Corps

AG	+7	SCT	+7
AA	+4	DEF	+7
CC	+7	AP	31

NAME	Yao Hue-lun
RANK	Lt Commander - Navy

AG	+3	SCT	+6
AA	+6	DEF	+7
CC	+7	AP	31

NAME	Takasu Nami
RANK	Major - Army

AG	+5	SCT	+7
AA	+7	DEF	+8
CC	+4	AP	31

NAME	Julia Rebarque
RANK	Captain - Army

AG	+7	SCT	+8
AA	+3	DEF	+6
CC	+6	AP	30
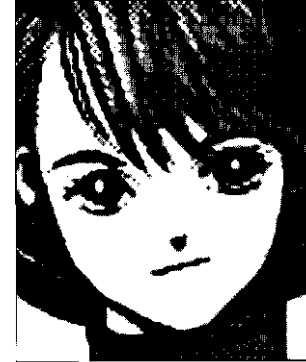
NAME	Huang Kuang-Mei
RANK	Lieutenant - Marine Corps

AG	+7	SCT	+3
AA	+6	DEF	+6
CC	+2	AP	30

NAME	Mafil Hardy
RANK	Lieutenant - Army

AG	-1	SCT	+7
AA	0	DEF	+6
CC	+8	AP	30
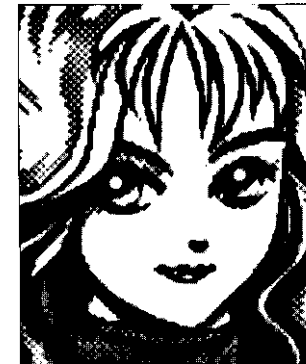
NAME	Alice Knox
RANK	Lieutenant - Air Force

AG	+7	SCT	+5
AA	+6	DEF	+5
CC	+7	AP	29
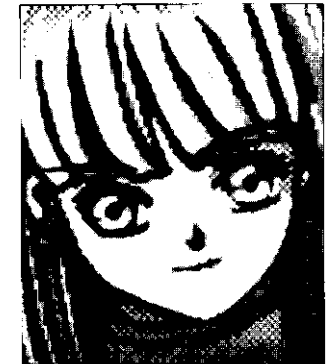
NAME	Selma Sierre
RANK	Ensign - Navy

AG	+7	SCT	+5
AA	+5	DEF	+6
CC	+7	AP	29

NAME	Lisa Molina
RANK	Ensign - Marine Corps

AG	+5	SCT	+7
AA	+7	DEF	+8
CC	+4	AP	31

NAME	Ariola Ignachev
RANK	Major - Air Force

AG	+7	SCT	+8
AA	+3	DEF	+6
CC	+6	AP	30

NAME	Cecile Felix
RANK	Lieutenant - Navy

AG	+6	SCT	+4
AA	+7	DEF	+7
CC	+6	AP	31

NAME	Marie Ashker
RANK	Lieutenant - Air Force

AG	+6	SCT	+1
AA	+5	DEF	+6
CC	+7	AP	29
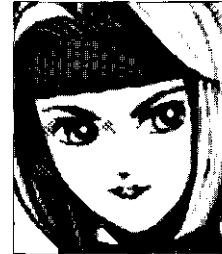
NAME	Anita Shefield
RANK	Warrant Officer - Army
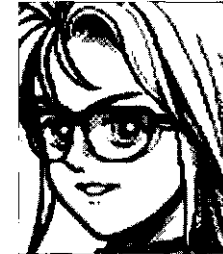
NAME	Margaret Schneider
RANK	Warrant Officer - Army

NAME	Erie Snow
RANK	Sergeant - Army
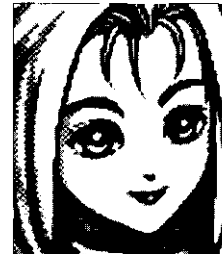
NAME	Michiko Nader
RANK	Sergeant - Army
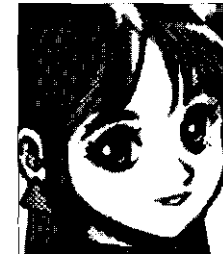
NAME	Koural Miki
RANK	Sergeant - Navy

NAME	Julie Rebarque
RANK	Sgt Major - Air Force

NAME	Hanna Wenkler
RANK	Sgt Major - Army

NAME	Lisa Kim
RANK	Ensign - Navy

NAME	Melissa Rutherford
RANK	W Officer - Air Force

DOLL Power Loaders
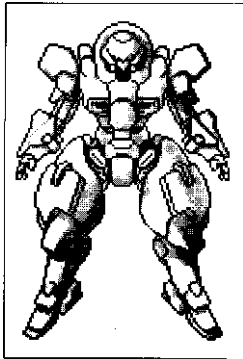
Name **X3A Power Loader**
(Armored Infantry)

Type **X3APLD**

Endurance	60	Search Distance	6
Ground Defense Cap.	40	Search Penetration	2
Air Defense Cap.	30	Load Capacity	0
Combat Cap.	40	Weight	1
Mobility	10%		

NAME **X3AR Power Loader**
(Armored Reconnaissance)

TYPE **X3ARPLD/R**

Endurance	50	Search Distance	10
Ground Defense Cap.	32	Search Penetration	3
Air Defense Cap.	25	Load Capacity	0
Combat Cap.	30	Weight	1
Mobility	20%		

NAME **X3AC Power Loader**
(Armored Assault)

TYPE **X3ACPLD/A**

Endurance	75	Search Distance	5
Ground Defense Cap.	45	Search Penetration	2
Air Defense Cap.	40	Load Capacity	0
Combat Cap.	50	Weight	1
Mobility	20%		

NAME	X3AT TwinSeat Power Loader
TYPE	X3AT PLD/W
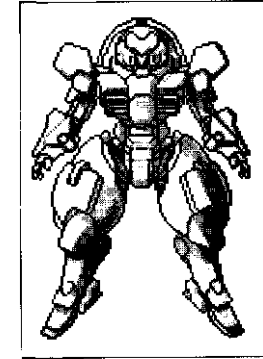
NAME	X32 Power Loader
TYPE	X32 PLD
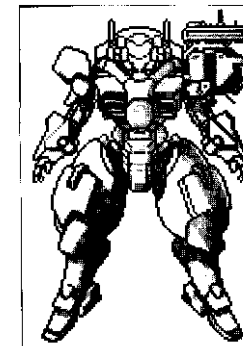
NAME	X32R Reconnaissance Power Loader
TYPE	X32R PLD/R
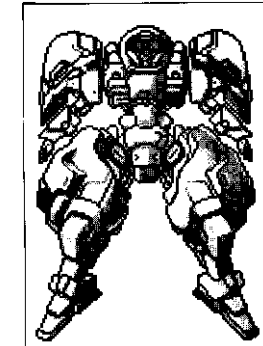
NAME	X32C Assault Power Loader
TYPE	X32C PLD/A

• DOLLS Weapons

NAME M6B Gatlin Gun
TYPE M6B GGUN

Weapon Type	DI
Ground Range	7
Ground Assault Power	45
Ground Assault Precision	83
Air Range	7
Air Assault Power	45
Air Assault Precision	83
AP Load	3
Consumed AP	4
Search Distance	0
Search Penetration	0

NAME R20 Rocket
TYPE R20 RCT

Weapon Type	RI
Ground Range	12
Ground Assault Power	40
Ground Assault Precision	85
Air Range	12
Air Assault Power	0
Air Assault Precision	0
AP Load	4
Consumed AP	4
Search Distance	0
Search Penetration	0

NAME MC 105mm Cannon
TYPE MC105 CAN

Weapon Type	DO
Ground Range	12
Ground Assault Power	50
Ground Assault Precision	95
Air Range	12
Air Assault Power	0
Air Assault Precision	0
AP Load	4
Consumed AP	4
Search Distance	0
Search Penetration	0

NAME DRu15 Missile
TYPE DRu15 ATM

Weapon Type	RO
Ground Range	8
Ground Assault Power	45
Ground Assault Precision	90
Air Range	8
Air Assault Power	0
Air Assault Precision	0
AP Load	3
Consumed AP	5
Search Distance	0
Search Penetration	0

NAME DRu35 Missile
TYPE DRu35 ATM

Weapon Type	DO
Ground Range	12
Ground Assault Power	70
Ground Assault Precision	99
Air Range	12
Air Assault Power	0
Air Assault Precision	0
AP Load	6
Consumed AP	8
Search Distance	0
Search Penetration	0

NAME M71 Grenade
TYPE M71 SMINE

Weapon Type	AI
Ground Range	1
Ground Assault Power	95
Ground Assault Precision	99
Air Range	1
Air Assault Power	0
Air Assault Precision	0
AP Load	5
Consumed AP	1
Search Distance	0
Search Penetration	0

NAME M114 Cannon
TYPE M114 SMOKE

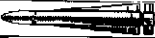| Weapon Type	SI
Ground Range	8
Ground Assault Power	0
Ground Assault Precision	0
Air Range	8
Air Assault Power	0
Air Assault Precision	0
AP Load	1
Consumed AP	1
Search Distance	0
Search Penetration	0

NAME MC 88mm Cannon
TYPE MC88 RCAN

DO
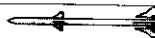
NAME DRu25 Air/Gnd
TYPE DRu25 ATM

RO

NAME DSG10 Grenade
TYPE DSG10 SMG

Weapon Type	DI
Ground Range	5
Ground Assault Power	25
Ground Assault Precision	85
Air Range	5
Air Assault Power	20
Air Assault Precision	50
AP Load	1
Consumed AP	3
Search Distance	0
Search Penetration	0

NAME ARX1 Assault Rifle
TYPE ARX1ASR

Weapon Type	DO
Ground Range	8
Ground Assault Power	20
Ground Assault Precision	95
Air Range	7
Air Assault Power	25
Air Assault Precision	60
AP Load	1
Consumed AP	3
Search Distance	0
Search Penetration	0

NAME M51 Grenade
TYPE M51GND

Weapon Type	RI
Ground Range	7
Ground Assault Power	50
Ground Assault Precision	80
Air Range	6
Air Assault Power	0
Air Assault Precision	0
AP Load	2
Consumed AP	3
Search Distance	0
Search Penetration	0

NAME SC55 Sensor
TYPE SC55MSENS

Weapon Type	CO
Ground Range	0
Ground Assault Power	0
Ground Assault Precision	0
Air Range	0
Air Assault Power	0
Air Assault Precision	0
AP Load	1
Consumed AP	0
Search Distance	1
Search Penetration	1
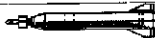
NAME TX48 Explosive
TYPE TX48 EXP

Weapon Type	CO
Ground Range	0
Ground Assault Power	0
Ground Assault Precision	0
Air Range	0
Air Assault Power	0
Air Assault Precision	0
AP Load	1
Consumed AP	20
Search Distance	0
Search Penetration	0

NAME	DSG11 Gun/Launcher	NAME	ARX2 Assault Rifle	NAME	M61 Gun/ Launcher
TYPE	DSG11 SMG	TYPE	ARX2 ASR	TYPE	M61 GND
Weapon Type	D1	Weapon Type	D0	Weapon Type	R1

NAME	M6A Gatlin Gun	NAME	SC55MkII Sensor
TYPE	M6A GGUN	TYPE	SC552 MSENS
Weapon Type	D1	Weapon Type	C0
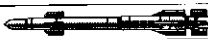
■ DOLLS Firepower
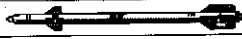
NAME	AIM9C Long Range	NAME	AIM4G Short Range	NAME	ARCL 50MM
TYPE	AIM9C LRAAM	TYPE	AIM4G SRAAM	TYPE	R5RCT

	AIM9C		AIM4G		ARCL
Weapon Type	R0	Weapon Type	D0	Weapon Type	D1
Ground Range	240	Ground Range	40	Ground Range	20
Ground Assault Power	0	Ground Assault Power	0	Ground Assault Power	40
Ground Assault Precision	0	Ground Assault Precision	0	Ground Assault Precision	99
Air Range	240	Air Range	40	Air Range	20
Air Assault Power	50	Air Assault Power	30	Air Assault Power	0
Air Assault Precision	50	Air Assault Precision	50	Air Assault Precision	0
AP Load	0	AP Load	0	AP Load	0
Consumed AP	0	Consumed AP	0	Consumed AP	0
Search Distance	0	Search Distance	0	Search Distance	0
Search Penetration	0	Search Penetration	0	Search Penetration	0

NAME	Mk20 Bomb	NAME	MK50 Bomb
TYPE	Mk20LBOMB	TYPE	Mk50HBOMB

	Mk20		MK50
Weapon Type	D3	Weapon Type	D2
Ground Range	8	Ground Range	10
Ground Assault Power	60	Ground Assault Power	90
Ground Assault Precision	99	Ground Assault Precision	99
Air Range	8	Air Range	8
Air Assault Power	0	Air Assault Power	0
Air Assault Precision	0	Air Assault Precision	0
AP Load	0	AP Load	0
Consumed AP	0	Consumed AP	0
Search Distance	0	Search Distance	0
Search Penetration	0	Search Penetration	0
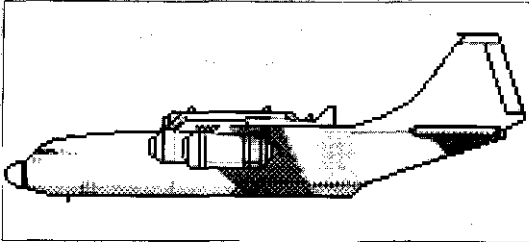
NAME	DRu18 Missile	NAME	AIM7B Med Range	NAME	DRu25 Bomb
TYPE	DRu18 AGM	TYPE	AIM7B MRAAM	TYPE	Mk25L BOMB
Weapon Type	R0	Weapon Type	R0	Weapon Type	D2

■ Artillery Firepower
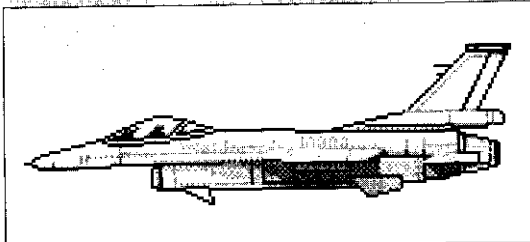
NAME	R 250mm Rocket	NAME	R 400mm Rocket
TYPE	R25 RCT	TYPE	R40 RCT

	R 250mm		R 400mm
Weapon Type	R3	Weapon Type	R1
Ground Range	160	Ground Range	160
Ground Assault Power	35	Ground Assault Power	65
Ground Assault Precision	99	Ground Assault Precision	99
Air Range	160	Air Range	160
Air Assault Power	0	Air Assault Power	0
Air Assault Precision	0	Air Assault Precision	0
AP Load	0	AP Load	0
Consumed AP	0	Consumed AP	0
Search Distance	0	Search Distance	0
Search Penetration	0	Search Penetration	0

NAME	GAM3 Surface-to-Air Missile
TYPE	GAM3 SAM
Weapon Type	R1
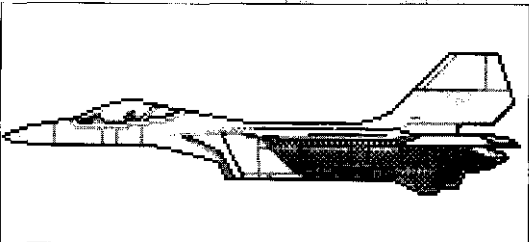
Support Vehicles
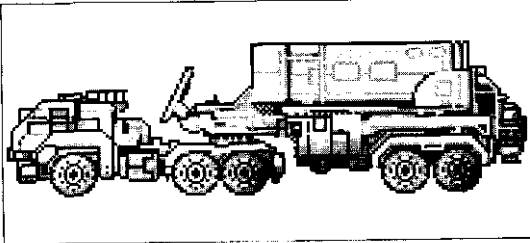
NAME	**C556 Carrier**	CARRIER	**C556 CARRIER**

Endurance	20	Ground Defense Cap.	14	Air Defense Cap.	15
Search Distance	6	Search Penetration	2	Load Capacity	6
Combat Capacity	10	Mobility	0%		

NAME	**F221 Fighter**	CARRIER	**F221 FIGHTER**

Endurance	85	Ground Defense Cap.	26	Air Defense Cap.	30
Search Distance	6	Search Penetration	2	Load Capacity	0
Combat Capacity	60	Mobility	0%		

NAME	**AC15 Air Reentry**	CARRIER	**AC15 ARV**

Endurance	90	Ground Defense Cap.	30	Air Defense Cap.	27
Search Distance	6	Search Penetration	2	Load Capacity	3
Combat Capacity	30	Mobility	0%		
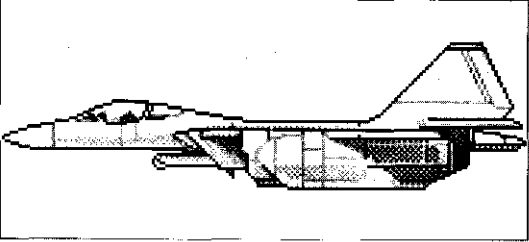
NAME	**A312 Assault Fighter**	CARRIER	**A312 FIGHTER**

NAME	AA151 Rocket Launcher	CARRIER	**M151 MPSPG**

Endurance	30	Ground Defense Cap.	25	Air Defense Cap.	20
Search Distance	5	Search Penetration	2	Load Capacity	0
Combat Capacity	10	Mobility	0%	Weight	3

THE EARTH FORCES
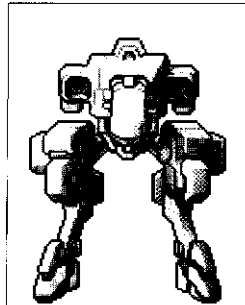
NAME	TS2A Power Loader
TYPE	TS2A PLD
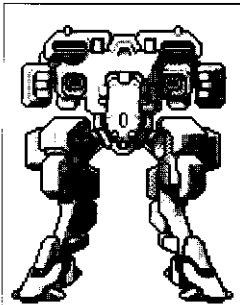
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TYPE	TS2B PLD
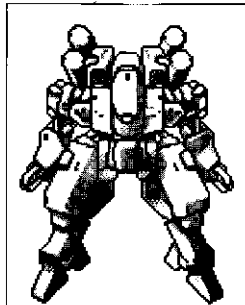
NAME	TS3 Power Loader
TYPE	TS3 PLD
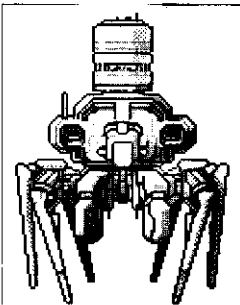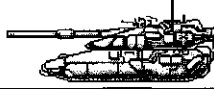
NAME	TSR1 Power Loader
TYPE	TSR1 PLD/R
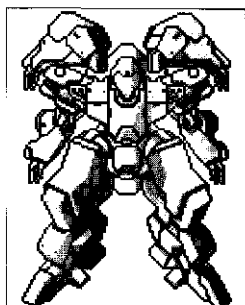
NAME	TS3C Power Loader
TYPE	TS3C PLD/A
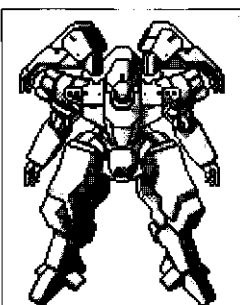
NAME	TS2C Power Loader
TYPE	TS2C PLD/A

NAME	M58T TANK
TYPE	M58T MBT

Endurance	90
Ground Defense Cap.	50
Air Defense Cap.	20
Combat Cap.	25
Mobility	0%
Search Distance	5
Search Penetration	1
Load Capacity	0
Weight	4

NAME	M43T TANK
TYPE	M43T MBT

Endurance	70
Ground Defense Cap.	40
Air Defense Cap.	18
Combat Cap.	23
Mobility	0%
Search Distance	6
Search Penetration	1
Load Capacity	0
Weight	3

NAME	M3AA GUNS
TYPE	M3AA AASPG

Endurance	50
Ground Defense Cap.	20
Air Defense Cap.	10
Combat Cap.	20
Mobility	0%
Search Distance	3
Search Penetration	1
Load Capacity	0
Weight	3

NAME	M21B TRANSPORT
TYPE	M21B IFV

Endurance	60
Ground Defense Cap.	30
Air Defense Cap.	18
Combat Cap.	23
Mobility	0%
Search Distance	7
Search Penetration	2
Load Capacity	0
Weight	2

NAME	M1SC SURVEILLANCE
TYPE	M1SC ASV

Endurance	40
Ground Defense Cap.	25
Air Defense Cap.	15
Combat Cap.	21
Mobility	10%
Search Distance	9
Search Penetration	3
Load Capacity	0
Weight	2

NAME	M3ML LAUNCHER
TYPE	M3ML SPML

NAME	M150 TRANSPORT
TYPE	M150 TRAILER

NAME	FK15 ESCORT
TYPE	FK15 FIGHTER

NAME	FK17 ESCORT
TYPE	FK17 FIGHTER

NAME	AK6 BOMBER
TYPE	AK6 ATTACKER

NAME	AK9 BOMBER
TYPE	AK9 ATTACKER

MA3 MACHINE GUN — MA3 MG

Stat	Value
Weapon Type	D1
Ground Range	4
Ground Assault Power	20
Ground Assault Precision	75
Air Range	4
Air Assault Power	10
Air Assault Precision	30
AP Load	1
Consumed AP	4
Search Distance	0
Search Penetration	0

MA5 GATLIN GUN — MA5 GGUN

Stat	Value
Weapon Type	D1
Ground Range	7
Ground Assault Power	45
Ground Assault Precision	85
Air Range	7
Air Assault Power	30
Air Assault Precision	80
AP Load	4
Consumed AP	6
Search Distance	0
Search Penetration	0

MC120MM CANNON — MC120 CAN

Stat	Value
Weapon Type	D0
Ground Range	12
Ground Assault Power	55
Ground Assault Precision	95
Air Range	12
Air Assault Power	0
Air Assault Precision	0
AP Load	5
Consumed AP	6
Search Distance	0
Search Penetration	0

MC105MM CANNON — MC105 CAN

Stat	Value
Weapon Type	D0
Ground Range	12
Ground Assault Power	48
Ground Assault Precision	95
Air Range	12
Air Assault Power	0
Air Assault Precision	0
AP Load	4
Consumed AP	6
Search Distance	0
Search Penetration	0

MM30 MISSILE — MM30 ATM

Stat	Value
Weapon Type	R0
Ground Range	10
Ground Assault Power	40
Ground Assault Precision	99
Air Range	10
Air Assault Power	0
Air Assault Precision	0
AP Load	3
Consumed AP	4
Search Distance	0
Search Penetration	0

MM40 MISSILE — MM40 ATM

Stat	Value
Weapon Type	R0
Ground Range	12
Ground Assault Power	60
Ground Assault Precision	99
Air Range	12
Air Assault Power	0
Air Assault Precision	0
AP Load	4
Consumed AP	4
Search Distance	0
Search Penetration	0

MD22 GRENADE — MD22 GND

Stat	Value
Weapon Type	R1
Ground Range	6
Ground Assault Power	55
Ground Assault Precision	77
Air Range	6
Air Assault Power	0
Air Assault Precision	0
AP Load	4
Consumed AP	2
Search Distance	0
Search Penetration	0

MR51 ROCKET — MR51 RCT

Stat	Value
Weapon Type	R1
Ground Range	12
Ground Assault Power	43
Ground Assault Precision	95
Air Range	12
Air Assault Power	0
Air Assault Precision	0
AP Load	4
Consumed AP	6
Search Distance	0
Search Penetration	0

MS70 SENSOR — MS70 MSENS

Stat	Value
Weapon Type	D0
Ground Range	0
Ground Assault Power	0
Ground Assault Precision	0
Air Range	0
Air Assault Power	0
Air Assault Precision	0
AP Load	1
Consumed AP	0
Search Distance	2
Search Penetration	1

MA4 CHAIN GUN — MA4 MG

Stat	Value
Weapon Type	D1
Ground Range	6
Ground Assault Power	30
Ground Assault Precision	85
Air Range	6
Air Assault Power	18
Air Assault Precision	48
AP Load	4
Consumed AP	4
Search Distance	0
Search Penetration	0

XMA7 ASSAULT RIFLE — XMA7 ASR

Stat	Value
Weapon Type	D0

XMA9 MACHINE GUN — XMA9 SMG

Stat	Value
Weapon Type	D1

MD23 SMOKE BOMB — MD23 SMOKE

Stat	Value
Weapon Type	S1

MR200MM ROCKET — MR200 RCT

Stat	Value
Weapon Type	R3

MR400MM ROCKET — MR400 RCT

Stat	Value
Weapon Type	R1

MM50 MISSILE — MM50 AAM

Stat	Value
Weapon Type	R0

AMM25 MISSILE — AMM25 LRAAM

Stat	Value
Weapon Type	R0

AMM23 MISSILE — AMM23 MRAAM

Stat	Value
Weapon Type	R0

AMM21 MISSILE — AMM21 SRAAM

Stat	Value
Weapon Type	D0

AMR55 ROCKET — AMR55 RCT

Stat	Value
Weapon Type	D1

AMM19 MISSILE — AMM19 AGM

Stat	Value
Weapon Type	R0

AMB25 BOMB — AMB25 BOMB

Stat	Value
Weapon Type	D2

AMB50 BOMB — AMB50 BOMB

Stat	Value
Weapon Type	D1

AIM4G MISSILE — AIM4G SRAAM

Stat	Value
Weapon Type	D0