

# Power Dolls 2 (Import) FAQ

by jvgfanatic

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Power Dolls 2 for Playstation  
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DoLLS = Detachment of Limited Line Service.

Top Level translation guide and mini FAQ.

This game has some terrific voice acting from many characters.

The game does not support Analog control. If Analog is lit on your controller then your controller will not function. Turn off Analog in order to get it working.

Start game brings you to your first choice

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Start Game Menu  
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Campaign Start  
Scenario

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In order to start a scenario you'll need to point it to a campaign save file which contains characters you've used. Choosing "Campaign" will bring you to the character select screen where you must choose five characters from the list to use in the first battle.

We'll call this the Character Selection Screen.

Pressing O on a character will select it. Pressing O on a selected character will give you a menu, the top choice deselects that character, the bottom choice will keep the character selected. After picking five characters pressing start will present you with another menu the top choice of which is continue with selected characters, the bottom choice puts you back at the list. Once you continue you are presented with the Mission Management screen.

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Plan Operation Screen  
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In the "Confirmation" area there are six buttons arranged thus:

System	Objectives (Text, Spoken)
Verify Maneuvers	Objectives (Visual)
Allied Force	Enemy Force

The "Tactics" button opens the Tactics Screen

The Action button opens the Operations Top menu

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Operations Top Menu  
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Formation      Armament      Plan Operation  
Information    System          Start Operation

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Once in the Mission you'll see a menu in the bottom-right corner of the screen.  
This menu has the following commands in it:

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In Game Command Menu  
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Map            Order  
Troops        Armament  
Timing        Retreat  
System        Turn End

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Options  
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BGM Volume (Background Music)  
BGM Select  
Sound Effect Volume  
Sound Effect Select  
Output (Stereo/Mono)

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Main Game Action Menu  
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Fast Movement  
Normal Movement  
Cautious Movement  
Normal Shot  
Precision Shot  
Anti-Air Shot  
Request Support  
Status  
Equipment  
Enemy Search  
Hide  
Transport  
Indoors Search

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Character Data  
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The order I've listed them here is the order they are found under Options at  
the main menu.

Yao Fei Lun	31	3	6	7	7	0	X	0	X
Takasu Nami	31	5	7	4	6	0	X	0	0
Julia Rayburg	30	7	3	6	6	0	X	X	X
Fan Kuan Mei	30	7	6	2	6	X	0	0	0
Mafiru Hatei	30	-1	0	6	6	0	0	X	X
Alice Knox	29	7	6	7	5	X	X	X	0
Selma Shelley	29	7	5	7	6	X	X	X	0
Liza Molina	29	6	6	-1	7	X	0	0	0
Anita Sheffield	29	2	6	6	3	X	0	X	0
Margaret Schneider	28	6	5	1	2	0	0	0	X
Eri Snow	27	4	6	2	6	X	X	X	0
Michiko Neideru	29	3	3	3	6	0	X	X	X
Kourai Meki	30	6	6	1	4	X	X	X	X
Julie Rayburg	31	6	0	6	2	X	X	X	X
Hanna Winkler	26	3	1	6	3	0	X	X	X
Millicent Evans	30	7	7	5	6	0	0	0	0
Alice Minoru	28	4	4	4	2	X	X	X	X
Faith Sumoretto	29	4	5	6	4	X	0	X	X
Amy Pershing	30	7	7	6	5	X	0	X	0
Frederique Aikman	26	4	6	2	7	0	X	0	X
Maaku Zeasun	28	6	5	5	5	X	X	0	0
Aurora Igumechef	30	2	6	7	2	0	X	0	X
Seshiru Ferikusu	31	6	7	6	7	X	X	0	X
Mary Eshicoru	29	6	5	7	6	X	X	0	X
Lisa Kim	28	7	6	6	5	X	X	0	X
Melissa Razaford	26	1	5	6	7	X	X	0	X

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Armor

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Detect Pen = Kanji 5778, kantsuu

Name	Name							
Type	Unit	Type						
Grnd	Defense from Ground Attacks							
Air	Defense from Air Attacks							
HtH Str	Hand to Hand combat strength							
Dis	Detection range							
Pen	Detection penetration							
Slots	(Pocket)							
Maneuver	Maneuverability							
		Defense	HtH	Detect				
Name	Armor	Type	Grnd	Air	Str	Dis	Pen	Slots Maneuver
X4	MobileSuit		40	40	50	4	1	4 110%
X4R	MobileSuit		30	25	40	10	3	4 130%
X4C	MobileSuit		50	55	72	2	1	4 120%
X4+	MobileSuit		50	50	58	4	1	6 120%
X4RR	MobileSuit		30	30	32	18	4	2 130%
X4+C	MobileSuit		60	65	84	2	1	6 120%
X4S	MobileSuit		70	70	96	2	1	6 130%
F231	Aircraft		70	70	60	6	2	2 120%
AC17	Aircraft		80	60	20	6	2	0 100%
C559	Aircraft		5	15	5	6	2	0 100%
M151	Soft Armor		15	30	10	5	2	0 100%
VLC2	Aircraft		18	22	12	6	2	0 100%

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Primary Weapons

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 Name  
 Ammo  
 Range (shatei kyouri)  
 vs. Ground Accuracy (seido)  
 vs Ground Attack Strength  
 vs. Air Accuracy  
 vs. Air Attack Strength  
 HtH Accuracy  
 HtH Strength  
 Action Points Load/Burden  
 Action Points Cost/Consumption  
 Attack Type  
 Warhead Type

Key to Abbreviations:

AR = Assault Rifle  
 HV = High Velocity  
 GL = Grenade Launcher  
 MS = Multi Sensor  
 ATM = Anti Tank Missile

Name	Amo	Rng	Vs. Gnd Vs. Air Vs. HtH  AP	Acc	Str	Acc	Str	Acc	Str	Ld/Cs	Type	Warhead
DSG10SMG	12	6	65 27 50 20 0 0	1/2	D1	25mm Normal						
DSG11SMG	12	7	60 29 45 22 0 0	1/2	D1	25mm Normal						
DSG12SMG	12	8	65 31 50 24 0 0	1/2	D1	25mm Normal						
ARX1 AR	18	11	85 23 63 25 0 0	1/3	D0	20mm Normal						
ARX2 AR	18	12	80 25 60 27 0 0	1/3	D0	20mm Normal						
ARX2SL AR	18	11	75 25 57 27 0 0	1/2	D0	20mm Normal						
P-9RS AR	18	13	90 27 66 30 0 0	1/3	D0	20mm Normal						
P-9RS AR	15	14	90 29 66 34 0 0	1/3	D0	20mm P9 Normal						
P-9RS AR	15	14	90 31 66 38 0 0	1/3	D0	20mm P9 HV Ammo						
P-9SL AR	18	12	85 27 63 30 0 0	1/2	D0	20mm Normal						
P-9SL AR	15	13	85 29 63 34 0 0	1/2	D0	20mm P9 Normal						
P-9SL AR	15	13	85 31 63 38 0 0	1/2	D0	20mm P9 HV Ammo						
M51 GL	6	7	* 40 0 0 0 0 0	1/3	R1	G50F Grenade						
M51 GL	6	7	* 0 0 0 0 0 0	1/3	R1	G50S Smoke Grenade						
M61 GL	6	7	* 50 0 0 0 0 0	1/3	R1	G50F Grenade						
M61 GL	6	7	* 10 0 0 0 0 0	1/3	R1	G50S Smoke Grenade						
M62 GL	5	8	* 60 0 0 0 0 0	1/4	R1	G62F Grenade						
M62 GL	5	8	* 0 0 0 0 0 0	1/4	R1	G62S Smoke Grenade						
M63 GL	7	9	* 70 0 0 0 0 0	1/2	R1	G63F Grenade						
M63 GL	7	9	* 0 0 0 0 0 0	1/2	R1	G63S Smoke Grenade						
M6A Gatling	8	7	70 30 80 30 0 0	2/3	D1	30mm Normal						
M7A Gatling	8	8	70 33 80 33 0 0	2/3	D1	35mm Normal						
M7A Gatling	8	8	70 35 80 35 0 0	2/3	D1	35mm HV Ammo						
SC55 MS	0	0	0 0 0 0 1 1	1/0	S0	RLND System 550						
SC55 MkII MS	0	0	0 0 0 0 2 2	1/0	S0	RLND System 552						
SC88 MS	0	0	0 0 0 0 3 3	2/0	S0	RLND System 880						

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 Secondary Weapons  
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(for key see Primary Weapons)

Name	Vs. Gnd Vs. Air Vs. HtH  AP									Typ	Warhead
	Amo	Rng	Acc	Str	Acc	Str	Acc	Str	Ld/Cs		
M6B Gatling	8	8	73	35	85	35	0	0	2/3	D1	30mm Normal
M7B Gatling	8	10	73	38	85	38	0	0	2/3	D1	35mm Normal
M7B Gatling	8	10	73	40	85	40	0	0	2/3	D1	35mm Normal
R20 Rocket	10	14	*	30	0	0	0	0	3/3	R1	2in Rocket
R25 Rocket	8	14	*	40	0	0	0	0	3/3	R2	2.5in Rocket
MC105mm Cannon	11	12	90	55	0	0	0	0	3/2	D0	105mm Shrapnel Sh.
MC105mm Cannon	11	12	90	65	0	0	0	0	3/2	D0	105mm Armor Pierce
MC105mm Cannon	11	12	90	0	0	0	0	0	3/2	D0	105mm Smoke Shell
MC120mm Cannon	9	14	87	60	0	0	0	0	3/3	D0	120mm Shrapnel Sh.
MC120mm Cannon	9	14	87	70	0	0	0	0	3/3	D0	120mm Armor Pierce
MC120mm Cannon	9	14	87	0	0	0	0	0	3/3	D0	120mm Smoke Shell
MC88mm Rapid F	8	12	82	40	30	15	0	0	4/4	D0	88mm Shrapnel Sht.
MC88mm Rapid F	8	12	82	80	30	0	0	0	4/4	D0	88mm Armor Pierce
MC88mm Rapid F	8	12	82	0	30	0	0	0	4/4	D0	88mm Smoke Shell
LC40mm Lin. Cn.	15	12	92	80	60	30	0	0	3/3	D1	40mm HV Ammo
DRu15 ATM	6	16	99	78	0	0	0	0	4/2	M0	Mk 2 Anti Tank
DRu20 ATM	12	16	99	78	0	0	0	0	7/2	M0	Mk 2 Anti Tank
DRu25 ATM	4	16	99	85	0	0	0	0	4/3	M0	Mk 3 Anti Tank
DRu30 MLC	3	20	99	85	60	0	0	0	5/4	M0	Mk 8 Anti Tank
DRu30 MLC	3	20	99	0	60	80	0	0	5/4	M0	Mk 8 Anti Air
DRu35 MLC	2	18	99	98	85	0	0	0	7/5	M0	Mk 6 Anti Tank
DRu35 MLC	2	24	99	0	85	90	0	0	7/5	M0	Mk 6 Anti Air
DRu35 MLC	2	22	99	90	85	75	0	0	7/5	M0	Mk 6 Dual Purpose
M71 GL	6	7	*	90	0	0	0	0	5/1	D1	G55F Grenade
M71 GL	12	7	*	0	0	0	0	0	4/1	D1	G55S Smoke Grenade
M72 GL	6	9	*	99	0	0	0	0	6/1	D1	G55F Grenade
M72 GL	12	9	*	9	0	0	0	0	5/1	D1	G55S Smoke Grenade
M114 GL	5	6	*	50	0	0	0	0	3/1	R2	G56F Grenade
M114 GL	10	6	*	0	0	0	0	0	2/1	R2	G56S Smoke Grenade
M115 GL	5	8	*	60	0	0	0	0	3/1	R2	G56F Grenade
M115 GL	10	8	*	10	0	0	0	0	2/1	R2	G56S Smoke Grenade
VP1 Multi Sens.	0	0	0	0	0	0	16	5	2/0	S0	YMH Unit 1/VA

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 Creditz  
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Thanks go out to:

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As always, my wife and son for putting up with me.