

WEAPONS MANUAL

Drullic Intergalactic Landing Force



TDD for the
Battle Console
CombatControl /8-571
BB-DOS / SGOS Release 8.5.
VS - for official use only.

„WEAPONS MANUAL“

by thomas hertzler
and stefan piasecki
text by bernhard ewers
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THIS BOOK BELONGS TO:

(to be completed in full)

NAME:

PERSONAL-ID:

RANK:

UNIT:

HOME ADDRESS:

The owner of this Manual is a member of the Drullian Intergalactic Landing Force.

FOREWORD

Armed Forces Headquarters,
Technical Section, Software and Training,
08.03.179 (new calendar)

To all Computer Operators:

This Manual is to be used by MilConOp for reference and as training software when using Battle Console Combat Control /8-571. Battle Consoles Combat Control /1-80 and Combat Control /1-90 must NOT be used under any circumstances.

This Manual is exclusively for the use of members of the Intergalactic Landing Force. Members of the Army, Air Force and Marines should refer to their own instructions. Ensure that both you and your subordinates observe the following instructions strictly and study the pictograms of the Units, so as to prevent wrong decisions which could have disastrous results.










The new series of consoles has a built-in on-line help facility which can be used instead of the Manual during battle.

SPECIAL NOTE:

Underlined passages in the text must be observed particularly closely. Passages in capital letters must be treated as written orders. Any infringement of these instructions will be punished severely.

Fleet Commander.

KEY TO SYMBOLS

	A		B		C	T A C T I C A L S Y M B O L
	D		E		F	<i>Illustration of the tactical symbol which represents the Unit on the tactical display.</i>
	G		H		I	<i>Description of Unit</i>

A Maximum distance which can be covered by weapons systems used to attack ground targets.	B Range of the weapons systems used to attack ground targets.	C Range of the weapons systems used to attack airborne targets.
D Value indicating defence capability (armour plating, size, mobility etc.)	E Effectiveness of weapon systems used against ground targets.	F Effectiveness of weapons systems used against airborne targets.
G Weight of Units at full strength.	H Strength of Unit after deployment.	I Production costs of Unit at full strength.

M O B I L I T Y



Plain



Crater / Hill



Edge of crater



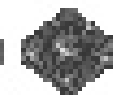
Lava



Dust



Trenches



Undergrowth

In general, it is not possible to drive on surface modules marked with a cross. The mobility of most vehicles diminishes as the terrain becomes more difficult.



R-1b "DEMON"



D E S C R I P T I O N

Standard battle robot. This is a slightly modified model for use in the invasion fleets. Its attack capabilities have been reduced to allow better mobility on various types of terrain.

T A C T I C A L S Y M B O L



"MECH FUSILIERS"

	4		1		-
	25		30		-
	3		6		9

M O B I L I T Y





R-4b "DEMON"



D E S C R I P T I O N

Its armour plating and its greater attack values, particularly when capturing reinforced buildings, make the DEMON slower. The R-4b DEMON is also equipped with a light anti-aircraft gun.

	3		1		1
	27		40		8
	4		6		12

T A C T I C A L S Y M B O L



"MECH FUSILIERS"

M O B I L I T Y



FAV-2b "BUSTER"



D E S C R I P T I O N

For Operation "Race", the FAV Buster was fitted with a modified chassis, and some modifications were made to the rocket launcher, thus extending its range. It is, however, defenceless against direct attacks.

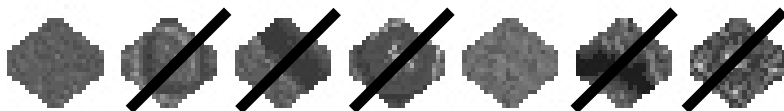
T A C T I C A L S Y M B O L



"RECON SQUAD"

	8		3		-
	27		30		-
	7		6		12

M O B I L I T Y





T-8b "SCORPION"



D E S C R I P T I O N

This smaller version was designed as a light-weight model; however, it has sufficient values to be used as a main attack vehicle. This tank has exceptionally good mobility.

	7		1		-
	45		40		-
	7		6		12

T A C T I C A L S Y M B O L



"ARM. VEHICLES"

M O B I L I T Y



T-9b "BLADE"



D E S C R I P T I O N

The advantages of this model are seen particularly over difficult terrain. It has sufficient armour plating to hold its position for considerable periods, yet also has enough reserves to allow it to attack and withdraw.

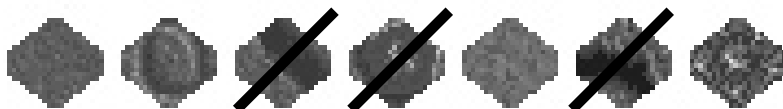
T A C T I C A L S Y M B O L



"TANK PLATOON"

	6		1		-
	50		57		-
	9		6		15

M O B I L I T Y





T-100

"ZEUS"



D E S C R I P T I O N

The ZEUS is the focus of the ground forces. Because of its limited mobility, however, it needs experienced commanders, as there is a danger that it could get bogged down. Its heavy armaments and armour plating make it an ideal lead vehicle for offensives.

	2		2		1
	100		74		20
	50		1		-

T A C T I C A L S Y M B O L



"FORTRESS"

M O B I L I T Y



AD-6b

"BLITZ"



D E S C R I P T I O N

The AD-6b BLITZ is an anti-aircraft tank, and its ability to defend itself against air attack makes it a fast, ideal back-up vehicle for ground troops under aerial bombardment.

It is FORBIDDEN to use the BLITZ to attack ground targets. Its light machine guns can be used as temporary defence against attackers.

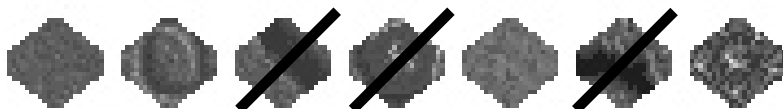
T A C T I C A L S Y M B O L



"AIR DEFENSE"

	5		1		1
	32		24		42
	8		6		15

M O B I L I T Y





AD-7 "MAGIC"



D E S C R I P T I O N

The poor defensive capabilities of TROLL and WHALE against attack by bombers led to the development of this model, which completes the range of specialised tracked vehicles. The AD7 -MAGIC is extremely manoeuvrable, and is very powerful in battles with aircraft.

This vehicle is equipped with the latest technology and can attack airborne targets at even greater distances than the BLITZ anti-aircraft tank.

	7		1		2
	32		35		48
	8		6		15

T A C T I C A L S Y M B O L



"FIRE BOYS"

M O B I L I T Y



AD-10b

"SPHINX"



D E S C R I P T I O N

The Sphinx is used primarily to repulse airborne targets and space ships at great distances. It has very good values for finding and attacking distant targets, but has poor mobility and armour plating.

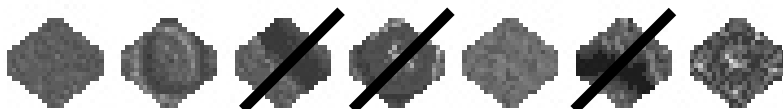
T A C T I C A L S Y M B O L



"MISS. AIR DEF."

	5		-		6
	33		-		50
	7		6		16

M O B I L I T Y





G-12b "LIGHT"



D E S C R I P T I O N

This artillery no longer requires the long preparation times of other models; as it has almost no defensive armour, however, it should always be set up in a well-protected position, although it can defend itself in an emergency.

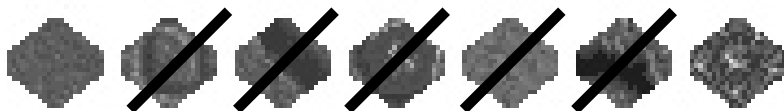
	2		3		-
	20		35		-
	7		6		15

T A C T I C A L S Y M B O L



"ARTILLERY"

M O B I L I T Y





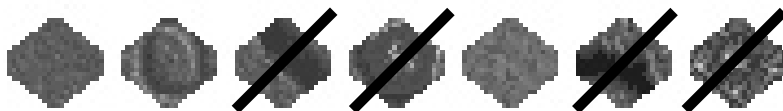
The HG-13b is more manoeuvrable than earlier models, and has a relatively large firing range of 6 fields. As the gun barrel cannot be fully lowered, the Angel is defenceless against direct attack.

Should only be employed when well protected. Most effective for protecting rapid advances.



"HVY. ARTILLERY"

	3		6		-
	25		40		-
	10		6		19





SR-100

"FLAME"



D E S C R I P T I O N

FLAME is the first attempt to develop a rocket launcher which can carry sufficient supplies of ammunition in the vehicle itself. This makes the vehicle very vulnerable and limits the power of the rockets, but it also means that it has a very wide radius of activity and a large amount of ammunition. Because of the danger it presents, the enemy is likely to single FLAME out as a target; it should therefore be a matter of the highest priority to protect the vehicle with other Units.

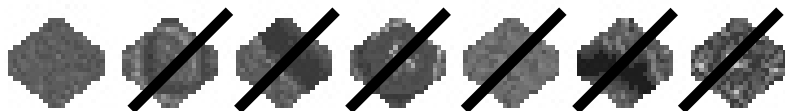
	3		10		-
	15		42		-
	12		6		27

T A C T I C A L S Y M B O L



"HVY. ARTILLERY"

M O B I L I T Y



L 32b

"TROLL"



D E S C R I P T I O N

Developed at the same time as the transport vehicles to protect them against attack at bottlenecks. The TROLL is very manoeuvrable and has medium attack and armour values. The TROLL should not be subjected for long periods to large-scale attacks.

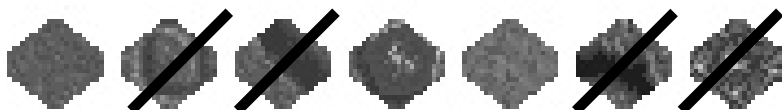
T A C T I C A L S Y M B O L



"FIRE BOYS"

	7		1		1
	32		38		10
	8		6		14

M O B I L I T Y





TLAVB

"WHALE"



D E S C R I P T I O N

The first model developed to cross fluid terrain such as lava or acid lakes. The specially developed motor, similar to a Hovercraft engine, raises the vehicle and avoids contact with dangerous terrain. This version has hardly any armaments or armour plating, but is well suited to act as a decoy for approaching enemy units.

	6		1		-
	25		26		-
	14		6		13

T A C T I C A L S Y M B O L



"FIRE BOYS"

M O B I L I T Y



P-T2 "PYTHON"



D E S C R I P T I O N

This vehicle was developed to enable battle robots and their back-up materials to be transported rapidly during battles. The PYTHON should always be used in conjunction with R-robots.

The PYTHON can also be used to transport aldinium crystals to safety quickly.

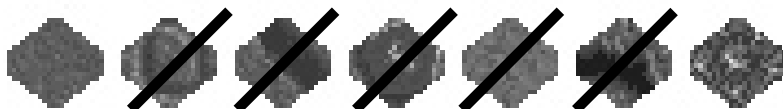
T A C T I C A L S Y M B O L



"ARM. VEHICLES"

	8		1		-
	30		35		8
	7		6		13

M O B I L I T Y





SC-X "MAMMUT"



D E S C R I P T I O N

Thanks to its thick armour plating, the giant MAMMUT can transport a large number of troops safely to their destination. Instead of heavy armaments, the MAMMUT has a high-performance engine which gives it a great range; however, it can only operate over the same terrain as the ZEUS. As the most important supply vehicle, the MAMMUT must be protected in preference to other vehicles.

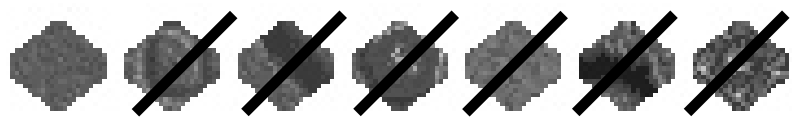
	6		-		1
	90		15		8
	50		1		-

T A C T I C A L S Y M B O L



"SUPPORT REG."

M O B I L I T Y



MM-2b "GNOM"



D E S C R I P T I O N

NOTE: the enemy's new mines are a great threat to the GNOM'S weak armour. The GNOM is a purely defensive vehicle, excellent when used in groups to lay or collect your own mines.

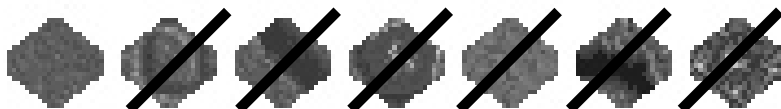
T A C T I C A L S Y M B O L



"PIONEERS"

	6		1		-
	30		25		-
	10		6		10

M O B I L I T Y





M-21
"VIRUS"

D E S C R I P T I O N

Its low speed, the small amount of energy emitted by its motor and a new coating on its frame make this mine almost impossible to detect. Its one disadvantage is that it has no armour.

The VIRUS tactical mine should be placed at strategically important locations, so as to make it difficult for the enemy to carry out surprise attacks.

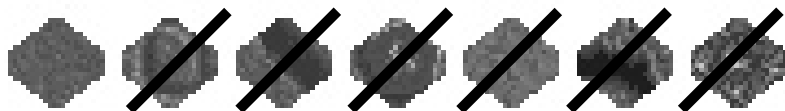
	2		1		-
	5		90		-
	2		6		8

T A C T I C A L S Y M B O L



"KILLER BEES"

M O B I L I T Y



SC-PB

"WIZARD"



D E S C R I P T I O N

A good unit for building field depots. The depots can be built in two stages, but must be guarded by defensive forces, as the WIZARD has only very limited self-defence systems.

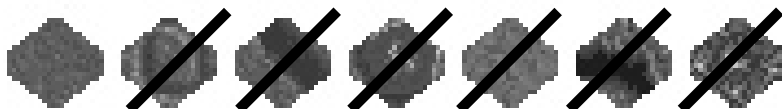
T A C T I C A L S Y M B O L



"PIONEERS"

	5		1		-
	15		20		-
	18		6		30

M O B I L I T Y



BB

"ROCKY"



D E S C R I P T I O N

ROCKY bunkers are new-style fortifications constructed from pre-fabricated components.

In conjunction with other fortifications, ROCKY is extremely valuable when engaging the enemy at long-distances.

	-		3		-
	120		42		-
	-		3		-

T A C T I C A L S Y M B O L



"BLOCKER"

M O B I L I T Y

- not applicable -

BF-2 "COBRA"



D E S C R I P T I O N

The COBRA is purely an interceptor. Very small and fast, it is well armed and has a large range. The armour plating can withstand light hits. This fighter is not suitable for destroying ground targets.

T A C T I C A L S Y M B O L



"FIGHTER WING"

	11		-		1
	25		-		47
	12		6		18

M O B I L I T Y



BA-1

"CONDOR"



D E S C R I P T I O N

The CONDOR is a tactical bomber which has great offensive capability. Its armaments are designed to attack ground targets and when correctly adjusted are extremely dangerous. As it is designed to withstand attacks from the ground, the CONDOR'S armour cannot stand up to fighter attacks. The CONDOR carries modern air-to-ground missiles with which it can attack enemy emplacements from great distances.

	9		2		1
	25		50		20
	17		6		22

T A C T I C A L S Y M B O L



"HVY. WING"

M O B I L I T Y



BA-3 "PIRATE"



D E S C R I P T I O N

The BA-3 PIRATE is a ground combat plane with medium offensive values against air and ground targets. It can be deployed as a fighter against bombers such as the CONDOR or transport vehicles such as the TITAN; however, it should be protected at all costs against fast interceptors.

T A C T I C A L S Y M B O L



"HVV. WING"

	8		1		1
	30		35		30
	13		6		19

M O B I L I T Y



BT-1 "TITAN"



D E S C R I P T I O N

The TITAN class is an ideal transport plane. It can carry extremely large loads and can carry out minor repairs itself. It can also use the same take-off and landing strips as fighters. It is used chiefly for landing operations, but does not have any weapons of its own. TITAN spaceships can also be used to collect crystals.

	7		-		-
	40		-		-
	-		1		40

T A C T I C A L S Y M B O L



"MOON REG."

M O B I L I T Y



ALDINIUM












D E S C R I P T I O N

The aldinium crystals on some moons are not of the same quality as those on Chromos, but are found in greater numbers.
It should be noted that, because of their valency, the results obtained when they are used as sources of energy in factories are not the same as those on Chromos.

**T A C T I C A L
S Y M B O L**



"ALDINIUM"

	-		-		-
	-		-		-
	4		-		30*

* after transformation in usable raw material

M O B I L I T Y

- not applicable -



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