

It's that kind of issue. These states were never rich before.
- 2102



FRONT MISSION ALTERNATIVE

Front Mission Series:
The Fan Translation Project
frontmission.info

News of terrorist attacks in those areas are a daily occurrence.
- 2034 to 2035



FRONT MISSION
~Scars of the War~



Instruction Manual

SQUARE ENIX

WARNING: READ BEFORE USING YOUR PLAYSTATION 2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- * This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- * Do not bend it, crush it, or submerge it in liquids.
- * Do not leave it in direct sunlight or near a radiator or other source of heat.
- * Be sure to take an occasional rest break during extended play.
- * Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

FRONT MISSION: THE CLASSIFIED DOCUMENTS

- > An in-depth encyclopedia of the Front Mission series.
- > Over 250 pages of information with pictures, charts, and more!

TO BE DECLASSIFIED SOON...

Timeline

Organizations

Individuals

Companies

Top Secret

File 207

[CLASSIFIED]

TYPE 11 RAVEN

Maker: Sakata Industries
Height: 7.7 meters
Width: 3.2 meters
Weight: 9.8 tons

Known Pilots:
Driscoll (1st, Online)
Gail (1st)
Lisa Stanley (2)

Description:

A heavyweight class WAP that was developed in collaboration with Demitri Corporation in 2089. It follows the MULS-P standard despite being 40% bigger than the standard WAP.

The Raven was designed with the B-Type Device in mind. It is believed to be the pinnacle of B-Type Device research. Only four units were made. It was believed that all four were destroyed in combat during the 2nd Huffman Conflict.

However, O.C.U. intelligence reports in 2099 confirmed that the U.S.N. military possesses one of the units. Although it is believed that no B-Type Devices are equipped, this Raven appears to have been modified with the latest in U.S.N. WAP technology.



We haven't really taken care
of the problem of poverty.
- 2096

FM FRONT MISSION 4



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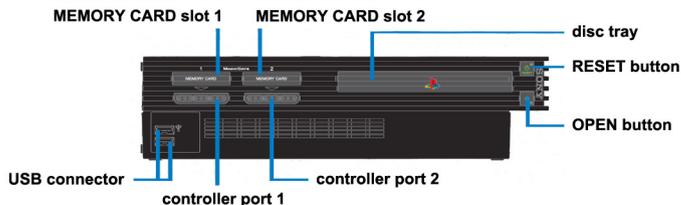
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No matter... the seed of destruction has already been sown...

GETTING STARTED

2



Set up your PlayStation 2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **FRONT MISSION 5: SCARS OF THE WAR** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach a game controller to controller port 1. Follow on-screen instructions and refer to this manual for information on using the software.

The main menu will appear after the opening movie or when the START button is pressed.



- NEW GAME** Begin a new game.
- LOAD GAME** Continue a previously saved game from a memory card (8MB) (for PlayStation 2).
- CONTINUE** Resume a mission saved with the quicksave function from a memory card (8MB) (for PlayStation 2).
- OPTIONS** Select sound settings, screen position, and game options.
- THEATER** Play previously viewed movies with a saved game from a memory card (8MB) (for PlayStation 2).
- FMO** Play the **FRONT MISSION ONLINE** trailer.

SAVING AND LOADING

There are three ways to save your game in **FRONT MISSION 5: SCARS OF THE WAR**: saving during missions, during briefings, and in bases.

SAVE TO A SAVE FILE

You can save your game in briefings or bases by selecting "System" from the menu (briefings) or Communications Section (bases) the selecting "Save".



- > A memory card (8MB) (for PlayStation 2) with at least 124KB of free space is required to save the game.
- > Up to 30 **FRONT MISSION 5: SCARS OF THE WAR** save games can be saved on one memory card (8MB) (for PlayStation 2).

SAVE TO A QUICKSAVE FILE

Press the START button during missions to open the system menu. Then select "Quicksave" to save your game to the quicksave file.



- > A memory card (8MB) (for PlayStation 2) with at least 345KB of free space is required for a quicksave file.
- > Only one **FRONT MISSION 5: SCARS OF THE WAR** quicksave file may be saved per memory card (8MB) (for PlayStation 2).

Ideally, the technology should be for everyday use, not for war.
- 2112



front mission 3



Everyone starts off somewhere.
This day was bound to come.
- 2090 to 2092

FRONT MISSION



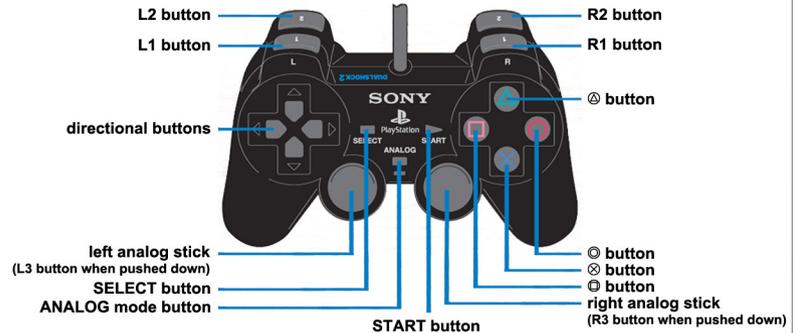
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BASIC CONTROLS

3

DUALSHOCK 2 ANALOG CONTROLLER CONFIGURATIONS



BUTTON INPUT	DESCRIPTION
Left analog stick	Move cursor
Right analog stick	Move camera on battle map/Zoom out from battle map/Zoom in on battle map
Directional buttons	Move cursor/Select command
ⓧ button	Cancel command/Return to previous menu/Speed up cursor movement on battle map/Skip battle sequences/Skip messages and dialogue displayed in windows
© button	Confirm command/Advance messages and dialogue displayed in windows/Speed up movement of units on battle map/Speed up animations during battle sequences
@ button	Display pilot or unit data in menus/Toggle display of unit names on battle map/Switch active and reserve pilots in setup
Ⓞ button	Change unit's current weapon/Change camera angle during battle sequences/Switch lists/Switch to default settings
START button	Display system menu during missions/Skip events
SELECT button	Display minimap during missions
L1 button	Cycle through menus/Cycle pilots on battle map
R1 button	Cycle through menus/Cycle pilots on battle map
L2 button	Cycle pilots in shops and during setup/Cycle through enemies in battle map
R2 button	Cycle pilots in shops and during setup/Cycle through enemies in battle map
L3 button	Not used in the game.
R3 button	Rotate battle map 90 degrees

- > This software does not support the vibration function.
- > The ANALOG mode button and red LED light are always set to ON.
- > This game may be incompatible with controllers other than the DUALSHOCK2 analog controller.

As the world economy shifted towards globalization, disputes between the O.C.U. and the U.S.N. were common. U.S.N. soldier Walter Feng lived his life during a time of war between these nations. Beyond the battlefield, Walter becomes witness to hidden truths. What secrets lie hidden in the shadows of these conflicts?

1ST HUFFMAN CONFLICT

In 2070, a skirmish in Freedom City led to the outbreak of the 1st Huffman Conflict. The U.S.N. and O.C.U. fought over territorial rights to the island. After two years of fighting, the war ended with a border being established at Mail River. Citizens from the two nations were round up and placed into communities called "Homes". An uneasy peace was maintained by the U.S.N. and the O.C.U. for many years until...

2ND HUFFMAN CONFLICT

In June 3, 2090, an O.C.U. recon unit attacked a U.S.N. munitions factory in the Larcus District on Huffman Island. The U.S.N. accused the attack as a clear violation of the ceasefire treaty. The O.C.U. however claimed that the incident was a set-up by the U.S.N. to justify a full-scale invasion of Huffman Island. Diplomatic efforts to resolve the issue have failed and the island is on the brink of war once again...

FMS FAN TRANSLATION TEAM

Project Manager Angelo D. Pineda "LegaiRules"
Website Manager Imran Chaudhry "IcemanUK"

TRANSLATION

Translation Lead Kyle A. Thompson "Vicious_KAT"
Translators Alfie Parthum "BRPXQZME"
Andrew Kuang "ArkGear"
Angelo D. Pineda "LegaiRules"
James Johnston "mahoryu"
Mike Tsang "silverfox"
Wesley Swingley "wswingley"
Wilson K. Tam "slavkcc"

EDITING

Editing Leads Michele Kribel "mikklo"
Wilson K. Tam "slavkcc"
Editors Angelo D. Pineda "LegaiRules"
James Johnston "mahoryu"
Kevin Sy "inihility"
Kyle A. Thompson "Vicious_KAT"
Tyler Moore "Snarkles"
Piotrek POLAND "Peter08101985"
Military Advisor William Chu "willchu"
Political Advisor Wilson K. Tam "slavkcc"

PROGRAMMING

Programming Lead AK "AK_Clan_ER"
Programmers Brander "bayfield"
Mike "w_z"

QA

QA Lead Phillip Tan "Dunan Mithryn"
QA Analysts Alexander White "FBMWhite"
Julio Alberto "SlamVook"

SPECIAL THANKS

MoxHypKa
Djinn
HoRRoR
Shedevr.org.ru community
...and all fans who support this project

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Humans transcend physical matter

QUALITY ASSURANCE

QA Coordinator
QA Assistant Coordinators

Hironori Akiyama
Tomiya Onizawa
Kentaro Hayashi
Akira Hasegawa
Kazuya Okamoto
Hisato Iwatsuki
Yusuke Sadamasa
Toshihiro Takemoto
Yusuke Yamaguchi
Takejiro Otani
Takahiro Nasu
Toshiya Akita
Kouichi Kawachi
Michitoshi Hamasaki
Keisuke Suzuki
Masakatsu Inomata
Hiroshi Fukunaga
Keigo Kouno
Hidekazu Watanabe
Hajime Saito
Ryouta Murayama
Toshinari Iwafune
Masami Watanabe
Masaki Nakamura
Hiroyuji Miyake
Kengo Murata
Mitsugu Kobayashi
Keita Jitsukata
Yuuichi Sugeno
Kyoichiro Yamada
Youhei Shimabayashi
Satoshi Aida
Kazuyuki Watanabe
Kenji Miyagaki
Reiji Sugawara
Kenji Nishikawa
Kenichi Yamamoto
Ryouta Kosaka
...and All QA Staff
Hideyuki Kato
Yukihiro Shibuya
Koji Yamashita

QA Assistant Planner
QA Technical Engineers

QA Technical Assistant
QA Senior Testers

QA Testers

QA Technical Director
QA Manager
General Manager

LEGAL & INTELLECTUAL PROPERTY DIVISION

General Manager
Staff

Michihiro Sasaki
Ayako Hino
Hiroshi Harada

PUBLICITY DIVISION

Senior Vice President
Producer
Publicity Staff
Assistant
Senior Producer

Koji Taguchi
Akiko Wada
Takuo Tsukuda
Hiroyuki Toyama
Koichiro Sakamoto

SALES & MARKETING DIVISION

Senior Vice President
General Manager
Senior Managers

Staff

Shinji Hashimoto
Tomoyoshi Oosaki
Tutomu Yamada
Satoshi Kashiwazaki
Koji Takada
Hidehito Nagoya
Mika Ikeda
Kazuo Kusakawa
Koji Shirasugi
Koji Suga
Ryoma Tajima
Tomohiro Chiba
Makoto Tsuda
Tatsuhiko Tsubota
Shinya Nakamura
Toshihide Nomura
Saori Habara
Yuken Furo
Masahiro Matsumoto
Atsuko Onishi
Haruko Matsumoto

SPECIAL THANKS

Executive Producer
Associate Producer

Atsushi Ebisawa
Hideki Shibuya
Yuuichi Sugeno
Hitoshi Ohori
Kotaru Beppu
Muneto Watanabe
Ryuji Ikeda
Shin Yamamoto
Syuichi Sato
Takeshi Aramaki
Taku Wakisaka
Tomohiro Naka
Yoshihiko Ohta
Yoshio Yamakawa
...and All SQUARE ENIX Staff

Yoichi Wada
Kiyoko Maeda

Eiichi Hasegawa
Hiroshi Kuwabara
Junichi Hayashi
Mamoru Oyamada
Nobuyuki Ueda
Ryuta Watanabe
Shintaro Takai
Takeo Suzuki
Takeshi Sadohara
Tetsuya Hiraoka
Yasunari Onishi
Yoshinari Hirata
Yoshiyuki Souma

WALTER FENG

Age: 26

Walter is a soldier for the U.S.N. military. A quiet man, Walter leads through his actions as opposed to words. His left cheek bears a scar from the 1st Huffman Conflict.



LYNN WENRIGHT

Age: 28

Lynn is the commanding officer of the U.S.N. Marines unit, the Strike Wuyverns. Respected and feared by her subordinates, Lynn has zero tolerance for mistakes and failures.



GLEN DUVAL

Age: 26

Glen is a soldier for the O.C.U. military. Glen is a skilled wanzler pilot who shows no mercy in battle. His left arm bears a scar from the 1st Huffman Conflict.



RANDY O'NEILL

Age: 26

Randy is a soldier for the U.S.N. military. Impulsive, he comes off as a goofy and childish person. Randy loves candy and always has a chocolate bar in his pocket.



The story of **FRONT MISSION 5: SCARS OF THE WAR** is told through event sequences and combat missions.

SELECTIONS IN EVENT MODE:

- Explore areas inside the military base. (see p. 20)
- Talk with other characters. (see p. 20)
- Recruit new pilots. (see p. 20)
- Review details for the mission operation. (see p. 23)
- Buy parts and weapons from the hangar. (see p. 21)
- Buy skills from the hangar. (see p. 21)
- Set up wanzers. (see p. 14)
- Set up pilots. (see p. 19)
- Run simulator programs. (see p. 22)
- Save or load game data. (see p. 2)



Event Scene



Military Base



Hangar



Setup



Mission Briefing



Battle Map

- > Event scenes and briefings feature voice-overs.
- > Press the **START** button to skip events and briefings.

DEPLOYING UNITS



Before a battle begins, you must select which units to deploy, and then place them on the battlefield. Several missions feature ally units, which have predetermined placements.

In battle simulation programs, you control how many units you want to deploy. To begin a battle in these conditions, press the **START** button once you have deployed the units you will use.

Booking Agent
Megumi Toyama
(OFFICE OSAWA CO., LTD.)
TAVAC

Voice Recording Studio
Production Management Companies
AONI PRODUCTION
ARTSVISION CO., LTD.
Doa
Kenproduction Inc.
MAUSU PROMOTION
OFFICE OSAWA CO., LTD.
SIGMA SEVEN

ENDING THEME

“Scars of the War” © 2005 Square Enix Co., Ltd.

Music
Arrangement
Hidenori Iwasaki
Norihito Sumitomo
(FILLIN INC.)
Koji Haishima
Miyasaka's Group
Mitsuru Soma
Satoshi Shoji
Kimio Yamane
Masashi Maeda
Otohiro Fujita
Yasushi Katsumata
Kensho Hagiwara
Tsutomu Isohata
Koji Nishimura
Yoshikazu Kubo
Tsuayoshi Hirabayashi
Shinji Koga
Yuri Iguchi
Ryota Fujii
Atsushi Matsunaga
Yuichi Ise

Trumpet

Trombone

Tuba
Percussions
Harp
Piano

Chorus
Recording & Mixing Engineer
Recording & Mixing Studio
AVACO CREATIVE STUDIO INC.
Recording Coordinate

Arranger Management

POST PRODUCTION

Mixing Engineers

Kazuyuki Doki
(REBIRTH INC.)
Yasuko Endo
(FILLIN INC.)

Foley Artist

Foley Studio
Post Production Manager

Tsutomu Higa
(Sony PCL Inc.)
Yuri Hasegawa
(Sony PCL Inc.)
Kouji Kasamatsu
(digitalcircus)
digitalcircus
Chiaki Ikejima
(Sony PCL Inc.)

MOTION CAPTURE

Dynamo Pictures Inc.

Chief Motion Designer
Motion Designers

Supervisor
Managers

Motion Actors

Han Sok Kim
Akihiro Matsui
Kenya Miki
Yuji Taniguchi
Ikue Tsutsumi
Hiroshi Hirokawa
Kosuke Chiba
Yoko Tabata
Hidenori Takei
(NeoAgency)
Yasunari Kinbara
(NeoAgency)
Junichi Kikawa
(NeoAgency)
Arisa Minami
(SUPER ECCENTRIC THEATER)
Maika Yamaguchi
(SUPER ECCENTRIC THEATER)

CAST

Walter Feng
Lynn Wenright
Glen Duval
Randy O'Neill
Hector Reynolds
Edward Collins
Emir Kramskoi
Roland Briley & Narrator
Dennis Gifford
Morgan Bernard
Other

Toshiyuki Morikawa
Takako Honda
Toru Okawa
Tetsu Inada
Takashi Taniguchi
Wataru Takigi
Aya Hisakawa
Fumihiko Tachiki
Daisuke Gohri
Banjyo Ginga
Shinichi Matsuda
Akio Suyama
Daisuke Kiri
Hideki Tasaka
Hiroshi Iida
Yuichi Nakamura
Masakazu Kohara
Masaya Hashimoto
Shigemitsu Sugiyama
Asami Konno
Sachiko Ieda
Kaori Akashi
Misato Fukuen
Miho Hino

LOCALIZATION DIVISION

Translator
Editor

Aziz Hinoshita
Colin Williamson

RATINGS SECTION

Ratings Advisor
Ratings Section Manager

Reiko Hondo
Masashi Hiramatsu

SQUARE ENIX CO., LTD.

Product Development Division 6

Producer Toshiro Tsuchida
 Director Shintaro Tamai
 Scenario Hiroyuki Saegusa
 Character Illustrations & Title Logo Yusuke Naora

PLANNERS

Battles Ko Sato
 Tomokazu Shibata
 Rie Tamura
 Shigeru Nagamatsu
 Osamu Ishii
 Yoshiki Sato
 Kenji Muraoka
 Shuhei Ishikawa
 Isao Murata
 Continuities Masahiko Maesawa
 Adventure Sections Arata Takahashi
 Stage Briefings Atsushi Sasaki

PROGRAMMERS

Main Shinichi Aoyama
 3D Engine Kiyotaka Akaza
 Motion Fumiaki Fukaya
 Script Engine Nobutaka Nishioka
 BG Mitsuki Fujita
 Events Kengo Sasaoka
 Battle Scenes Hitomi Kogure
 Visual Effects Kohei Egami

DESIGNERS

Wanzer Designs & Concept Art Hiroaki Kusano
 Hideyuki Matsumoto
 Syun Kise
 Character Models Supervisor Akira Iwata
 Character Models Keiichirou Takahashi
 Masahiko Mitsunami
 Kayo Yoshida
 Character Textures Takeshi Shiba
 Makoto Sawano
 Wanzer Models & Textures Daisuke Komatsu
 Kentaro Kadouya
 Takuya Naitou
 Kei Naruse
 Takanari Tajima
 BG Models & Textures Takahiro Matsumoto
 Yoshihisa Akashi
 Kouichi Nakayama
 Shuichi Suwa
 Katsumi Miura
 Takashi Okai
 Tetsuya Shiraishi
 Yoshitake Sato
 Tetsu Shoji
 Keisuke Tsugita
 Masashi Komatsubara
 Mitsuhiro Asami
 Teruki Suganuma

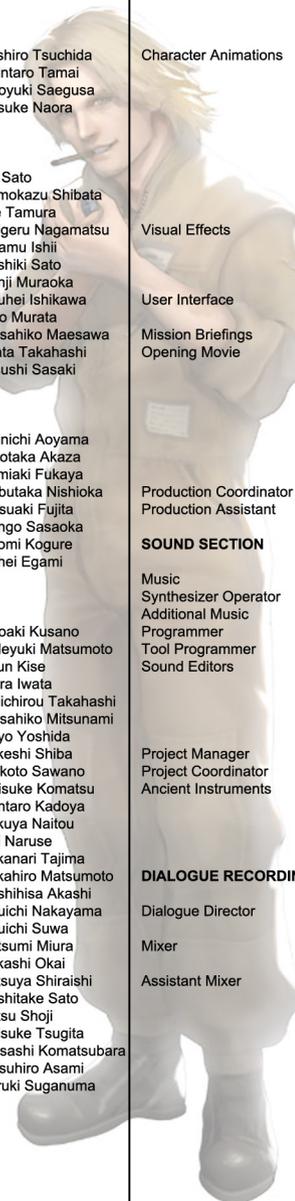
Character Animations Shinya Ichida
 Hagumu Kato
 James Williamson
 Masato Katori
 Atsushi Sakamoto
 Yuki Naruse
 Yuichi Takasaki
 Hiroyuki Akiba
 Atsushi Inuzuka
 Jun Kusaka
 Visual Effects Yoshimitsu Inagaki
 Mayumi Kubota
 Kazue Kudo
 Akiko Yamaguchi
 Shinichiro Hamasaka
 Hirokazu Takano
 Yusuke Izumiyama
 Koji Kobayashi
 Naoya Shigematsu
 Takaomi Moto
 Saori Takashino
 Kenji Horii
 Takashi Nakano
 Mitsunobu Ochi
 Tomoaki Morizumi
 Nao Matsuda
 Hitomi Watanabe
 Production Coordinator
 Production Assistant

SOUND SECTION

Music Hidenori Iwasaki
 Synthesizer Operator Yasuhiro Yamanaka
 Additional Music Kenichiro Fukui
 Programmer Minoru Akao
 Tool Programmer Satoshi Akamatsu
 Sound Editors Jun Nakamura
 Masayoshi Soken
 Minoru Tsuchihashi
 Atsushi Suganuma
 Kei Hamaguchi
 Masayuki Tanaka
 Masashi Kitagawa
 Garyu Matsumoto
 (ROBA HOUSE)
 Tessey Veno
 (ROBA HOUSE)

IALOGUE RECORDING

Dialogue Director Hideyuki Tanaka
 (AUDIO TANAKA)
 Mixer Tadashi Jimbo
 (AUDIO TANAKA)
 Assistant Mixer Satoru Matsuda
 (TAVAC)
 Masatsugu Kokubun
 (AUDIO TANAKA)
 Naoya Sato
 (TAVAC)



VIEWING THE BATTLE MAP

Unit Data Window



- 1 **Pilot Portrait** Picture of the pilot controlling the unit
- 2 **Unit Name** Name of the pilot's wanzer
- 3 **Pilot Name** Name of the pilot controlling the unit
- 4 **Action Points** Points used to perform attacks and other various actions
- 5 **Backpack** Type of backpack equipped on wanzer
- 6 **Move** Points used to move the unit on the battle map
- 7 **Armor Coating** Type of armor equipped on wanzer indicated by icon
- 8 **Level** Pilot's current level
- 9 **Weapon Type** Type of weapon indicated by icon and abbreviation
- 10 **Attacks** Amount of attacks used with the weapon
- 11 **Damage** Damage multiplied by number of hits
- 12 **Hit Rate** Weapon's accuracy rating from its maximum-minimum effective range
- 13 **Weapon Properties** Weapon damage type indicated by icon
- 14 **Weapon Cost** Action Points needed to use weapon
- 15 **Wanzer Parts' HP** Current HP of wanzer parts, presented both numerically and as gauges
- 16 **Status Damage** Displays current types of status damage induced by enemy

THE AP SYSTEM

Action Points (AP) dictate how many actions you can perform in one turn. Every unit must spend AP when moving or attacking. For example, moving one square costs one AP. Attacking costs a different amount of AP depending on the weapon used. When a unit runs out of AP, it can no longer move or perform any other action for the remainder of the turn. AP is restored at the beginning of each turn. AP charge differs by pilot.

> To increase AP totals, increase your pilot's level or equip certain skills.

ACTIONS ON THE BATTLE MAP

Movement

Once you select a unit, a blue grid will appear, indicating how far the selected unit can move in the current turn. Move the cursor to the unit's destination and press the **○** button. The unit will remain stationary for a turn if you move the cursor to the current location and the press the **○** button, then select "End" from the command menu.

Your units take turns in a pre-selected order, but you may use the L1 and R1 buttons to select another unit if you wish to change the order. Wanzers that have completed their turns are marked with an E icon.

Movement Restrictions



A wanzer's mobility is limited by its currently equipped leg parts. Note that all leg types are affected by terrain conditions, which dictates how poorly or well they can move on it. As a rule, moving one square costs 1 AP. The AP cost will change depending on what type of terrain you are traversing and the leg type of your equipped leg part.

- > 2 leg types move poorly on "Rocky" terrain and require 2 AP to move one square.
- > 4 leg types move poorly on "Shallow" terrain and require 2 AP to move one square.
- > Hover leg types move poorly on "Ice" terrain and require 3 AP to move one square.

Press the **Ⓞ** button during or after a unit's movement to open the command menu.



Attack	Attack an enemy unit in range
Items	Use items
Repairs	Repair damaged parts, restore broken parts, or remove status damage from friendly units in range
EMP	Induce status damage to enemies in range
Armor Coating	Grant armor coats to friendly units in range
Cargo	Collect containers in range (Survival Simulator only)
Ascend	Advance to the next floor (Survival Simulator only)
End	End unit's turn

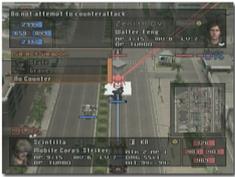
- > Commands other than "Attack", "Cargo", "Ascend", and "End" are enabled by equipping the corresponding backpack.
- > The "Cargo" and "Ascend" commands are enabled only in Survival Simulator.

ATTACKING

Press the **Ⓞ** button during or after a unit's movement to open the command menu. To attack an enemy, use the cursor to select "Attack" and press the **Ⓞ** button. After "Attack" is selected, a red field appears to indicate the range of the currently selected weapon. If you want to switch weapons, press the **Ⓞ** button to view a list of weapons at your disposal.

When you are ready to attack, use the directional buttons, the left analog stick, or the L2 and R2 buttons to select your target. Press the **Ⓞ** button to begin your attack.

Counterattacks



Enemy units will attack during the enemy phase. When you are attacked, a window will list your available counterattack options. Select from the list with the directional buttons, and press the **Ⓞ** button to confirm. The amount of AP spent when performing attacks and counterattacks varies by weapon.

Friendly Fire



When you attack an enemy unit with a ranged weapon, friendly units in the line of fire may be attacked as well. Friendly units will be highlighted in red if the possibility of friendly fire is present. All ranged weapons have different targeting lines. Shotgun rounds, for example, spread during flight and can hit friendly units away from the line of fire.



To identify cases of friendly fire, look at the attacking unit's accuracy ratings. If friendly fire is possible, the accuracy ratings will drop sharply. If not, the accuracy rating displayed will not factor any decreases from friendly fire.

- > Melee weapons and missile launchers do not cause friendly fire.
- > Grenade launchers and rocket launchers can also cause friendly fire.

O.C.U. (OCEANIA COOPERATIVE UNION)



The O.C.U. is a supranational union formed by the unification of Southeast Asia, Australia, and Oceania in 2026.

U.S.N. (UNITED STATES OF THE NEW CONTINENT)



The U.S.N. is a supranational union formed by the unification of nations in North and South America in 2020.

E.C. (EUROPEAN COMMUNITY)

Based off of the real-life European Union, the E.C. is a supranational union formed by the unification of nations in Europe in 2005.

O.A.C. (ORGANIZATION FOR AFRICAN CONSOLIDATION)

The O.A.C. is a supranational union formed by the unification of nations in Africa in 2030.

REPUBLIC OF ZAFTRA

The Republic of Zaftra is a supranational union formed by the unification of Russia and the surrounding nations in 2015.

U.N. (UNITED NATIONS)



Based off of the real-life United Nations, the U.N. is an international organization that strives for world peace. While supranational unions have weakened its influence, the U.N. still exists to help resolve disputes.

PKF (PEACEKEEPING FORCES)

The PKF is a peacekeeping unit under the control of the U.N. The unit is made up of members from all supranational unions.

HUFFMAN ISLAND

A landmass in the Pacific Ocean that was discovered in 1995. The U.N. named this landmass "Huffman Island" in 2002. In 2065, the island stopped rising and was declared ripe for settlement. Both the O.C.U. and U.S.N. began to populate the island shortly after this discovery.

WANZER

A machine capable of moving like a human being that was created in 2025. General-use wanzers are called WAWs, or wanderwagens (German for "walking vehicle"). Military-use wanzers are called WAPs, or wanderpanzers. (German for "walking tank")



The Theater lets you watch event scenes that have been seen in **FRONT MISSION 5: SCARS OF THE WAR**. More event scenes become available as you progress farther into the game.

Aside from watching event scenes, you can also access wanzer setup. Any changes to your setups will be reflected in the event scenes.

TIPS AND TRICKS

SPECIALIZE YOUR ROLES

While you can train your pilots and customize your wanzers in any way you see fit, it's better to stick with their specialties. You will see better results on the battlefield by focusing on your pilots' strengths and tailoring their wanzers accordingly.



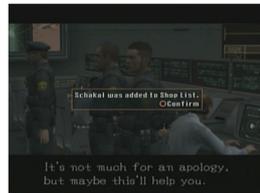
FORM A BALANCED PLATOON

When you can begin recruiting new pilots, make a balanced platoon your top priority. Focusing too much on a particular specialty can lead to trouble when you sortie for certain mission operations. For example, indoor areas limit a Launcher's attacking options.



EXPLORE MILITARY BASES

Whenever you are at a military base, take some time to explore it and talk to people. You might learn more details about upcoming mission operations, get hints on using weapons properly, or even unlock new parts for purchase at the hangar.



REVIEW THE MISSION AREA

Before you begin the mission, you should scan the battle map first. This will help you plan out a strategy to complete it, as well as identifying the enemy forces in greater detail. The enemy type, for example, will always be detailed in the enemy unit's data window.



ITEM



The "Items" command appears on the command menu when you carry items in your backpack. You can use these items on yourself or on units standing inside the green field.

REPAIR



Units equipped with a repair backpack have access to the "Repairs" command. This allows you to repair damaged wanzer parts, or restore parts that have been destroyed. Repairs can be conducted on both your current wanzer and friendly units. Once you select "Repairs", a green field will appear, centered on your unit. Press the **Ⓞ** button to select a target. If there is no applicable target in range, an error message will appear.



The following commands can be selected:

- Repair** Repair a damaged part, or all parts with the "All Parts" option
- Restore** Restore a destroyed part
- Remove** Remove status damage

EMP (Electromagnetic Pulse)



Units equipped with an EMP backpack can unleash focused electromagnetic pulses. A red field indicates the maximum range for these status attacks. After selecting an enemy unit inside the red field, you can access your EMP backpack's status attacks. Wanzers with status damage appear with an X icon. Place your cursor over these units to display which types of status damage the unit has received. See p. 10 for more about status damage.

Armor Coating



Units equipped with certain EMP backpacks can add armor coats to friendly units. Select a friendly unit inside the green field to apply one of the three armor types: piercing, impact, or fire.

SENSOR



Wanzers with sensor backpacks are best used in conjunction with missile-firing friendly units. Sensor backpacks can guide missiles to nearby targets, regardless of the missiles' range.

You can view pilot and machine details by pressing the **@** button over a unit on the battle map.



MACHINE STATUS 1 (PART INFO)

- 1 Basic pilot and unit data
- 2 Pilot's combat proficiency
- 3 Unit's part HP (current / maximum)
- 4 Unit's weapon specs
- 5 Unit's backpack specs



MACHINE STATUS 2 (PART SPECIAL FEATURES)

- 6 Part special features
- 7 Weapon special features



JOB STATUS & EQUIPPED SKILLS

- 8 Pilot and job proficiency levels
 - 9 Equipped skills
- > Press the **@** button to see the "Equipped Skills Information" window



EQUIPPED SKILLS INFORMATION

- 10 Skill data

STATUS DAMAGE

- Attack Systems Down**
Units suffering from this type of status damage cannot attack during their turn, nor can they counterattack when they come under enemy fire.
- Movement Systems Down**
Units suffering from this type of status damage are unable to move and cannot evade enemy attacks.
- Backpack Systems Down**
Units suffering from this type of status damage cannot use backpacks.
- Systems Down**
Units suffering from this type of status damage cannot move, attack, or take any other action during their turn, nor can they counterattack when they come under enemy fire.
- Link Cut**
Units suffering from this type of status damage cannot give support to, or receive support from, friendly units.

ARENA



The Arena lets you test your wanzers and pilots in battles that are controlled by artificial intelligence (A.I.). In an Arena match, the objective is to destroy the opposing combatants before they destroy your own. While you are initially limited to solo matches, you can participate in team matches with enough victories. In here, you gain CP for winning Arena matches.



After choosing your combatants, you must select a weapon for the A.I. to use. What you select will be that combatant's primary weapon for the match. However, this does not guarantee that the A.I. will use the selected weapon exclusively. For example, it will switch weapons if there is not enough AP to use the primary one.



Upon confirming the setups of your combatants, you must choose who you wish to fight. By pressing the **@** button, you can view their setups.

- Melee** The rival team's melee combat rating
- Short Range** The rival team's short range combat rating
- Long Range** The rival team's long range combat rating
- Support Fire** The rival team's support fire combat rating
- Odds** The likelihood of defeating the rival team



"Odds" are a comparison of the player and opposing combatants' combat abilities. The odds take into account the pilots' levels and skill sets, as well as their respective wanzers' gear.

CP in Arena matches is calculated as the amount you bet multiplied by the odds. A rate of 1.00 means that you will not gain any CP for winning the match. If you lose the match, only the CP amount you bet will be deducted.

MISSION BRIEFINGS



Mission briefings will take place before the start of any mission. During these intermissions, you can listen to a detailed review of the mission and scan the battle map for details such as enemy units. The briefing reviews disclose important information about the mission, which may be accompanied with pictures. Aside from these features, you can do wanzers and pilot setups, run the simulator programs, save or load game data, and change game options. When your preparations are complete, select the "Move Out" option to begin the mission.

BATTLE SIMULATOR



The Battle Simulator lets you train on various battle maps. You can gain experience by training in the battle simulations.

Additional simulation programs are unlocked as the game progresses. Note that some simulation programs can only be unlocked by fulfilling certain conditions.

SURVIVAL SIMULATOR



The Survival Simulator lets you go through a number of randomly generated battle maps to collect equipment for use in the main game. You can only deploy one pilot here; there are no bonuses or penalties for choosing different pilots.



You can find containers placed throughout the battle map in here. These contain gear that can be collected for use in Survival Simulator and the main game. Stand near one and press the **C** button to collect it. If the container stores an item, you can use it with the "Use" command.



There are two methods to advancing to the next floor: destroy all enemy units or use the "Ascend" command. To use the "Ascend" command, find the device unit on the floor and stand next to it. If you collected any containers, you must choose which gear will be retained.



Upon ascending to the next floor, a brief intermission will occur. In here, you can set up your wanzers and pilot as you would in the main game. The only change is that you cannot purchase any gear. To continue progress, select the "Move Out" option. To quit, select the "Give Up" option. However, you cannot bring back any gear with this option.

If you acquire an item called the "Escape Code" on a battle map, the "Give Up" option will change to "Escape". This will enable you to bring back gear for use in the main game.

- > The minimap is disabled in Survival Simulator.
- > Leader and link skills are disabled in Survival Simulator.
- > Quicksave can only be used on floors ending with the numbers 1 to 7.
- > The floor limit increases as you progress further into the game.
- > The item "Escape Code" only appears on floors ending with the numbers 0, 8, and 9.
- > When bringing back equipment, any unused slots are converted to RP for the main game.

Press the **START** button during mission to view the system menu.



- End Phase Conditions** End the current player phase
View the mission winning and losing conditions
- Quicksave Options** Save the progress of the current mission
Access and change sound options, screen position, and game options
- Give Up** Quit the mission and return to the title screen

THE MINIMAP



Press the **SELECT** button during missions to display the minimap. Press the **SELECT** button again to display a localized minimap. You may continue to play with these maps displayed. The map will be enlarged by pressing the **SELECT** button a third time.



MINIMAP GUIDE

- | | | | | | |
|---|-------------------|--------------|----------------|---------------|-------------------------------|
| 1 | Minimap | Blue | Friendly units | Yellow | Target/defense units |
| 2 | Localized minimap | Red | Enemy units | Grey | Neutral units |
| 3 | Enlarged map | Green | Ally units | White | Map cursor's current position |

THE BATTLE SCREEN



BATTLE SCREEN GUIDE

- 1 Defenders
- 2 Activated skills
- 3 Attackers
- 4 Linked units

JOB TYPES

Each pilot has a specific job that they specialize in. While they are free to train in other jobs, a pilot performs at their best when they train in their specialty. For example, a pilot cannot reach level 9 and can only learn basic skills from jobs they don't specialize in. The six job types are displayed below.

- STRIKER**
Pilots of this type specialize in melee combat. An offensive role, Strikers are skilled in destroying wanzor type units. Strikers tend to be aggressive pilots.
- ASSAULT**
Pilots of this type specialize in short range combat. An offensive role, Assaults are skilled in destroying tank type units. Assaults tend to be tactical pilots.
- GUNNER**
Pilots of this type specialize in long range combat. An offensive role, Gunners are skilled in destroying helicopter type units. Gunners tend to be support pilots.
- LAUNCHER**
Pilots of this type specialize in support fire combat. An offensive role, Launchers are skilled in guided and artillery weapon fire. Launchers tend to be aggressive pilots.
- MECHANIC**
Pilots of this type specialize in auxiliary repair combat. A support role, Mechanics are skilled in repairing friendly units. Mechanics tend to be defensive pilots.
- JAMMER**
Pilots of this type specialize in auxiliary EMP combat. A support role, Jammers are skilled in disabling enemy units. Jammers tend to be tactical pilots.
> Mechanic and Jammer specialists fall under the Assault type for their offensive role. However, they do not specialize in it.

BASE EXPLORATION

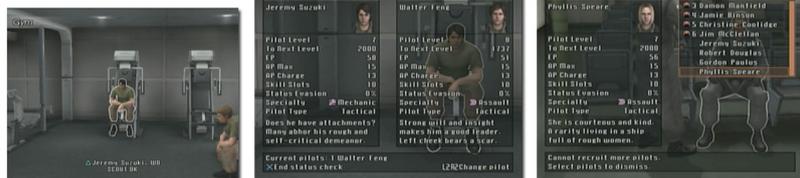
In **FRONT MISSION 5: SCARS OF THE WAR**, most of Event Mode takes place at military bases. While the main purpose of the military bases is to progress the story, you can do other things as well. These things include:

- * Talking to other characters
- * Recruiting new pilots
- * Viewing tutorials
- * Buying new equipment and skills
- * Setting up your wanzors and pilots
- * Running simulator programs
- * Saving or loading game data



To progress the story at military bases, you must head to any location that is marked by an orange background. Then, you must talk to certain individuals inside the location by pressing the **Ⓞ** button.

RECRUITING PILOTS



After a certain point in the game, you will be able to recruit new pilots. Characters that can be recruited will have "SCOUT OK" below their name and rank. Press the **Ⓞ** button to view their data. If you want to compare them with your current pilots, press the **Ⓞ** button again. To recruit, press the **Ⓞ** button. If your platoon is full of pilots, you will be asked to dismiss one of them. Dismissed pilots cannot be recruited again so keep this in mind.

In **FRONT MISSION 5: SCARS OF THE WAR**, you gain Enhancement Points (EP) through pilot levelling and use them to purchase skills (see p. x for more about equipping skills). There are six types of skills: special skills, which randomly activate in battle; battle skills, which randomly activate in battle; passive skills, which are in effect as long as they are equipped; leader skills, which are in effect as long as the lead unit has not been destroyed; command skills, which are added to a pilot's list of available commands; and link skills, which enables pilots to link with each other in battle.



Special Skill Example: Hellfire

Burns enemy by shooting flames continuously. Multiplies damage by 2.

- > Pilots can only equip one special skill.
- > Special skills cannot start or continue skill chains.



Battle Skill Example: Freeze Shot

Enemy cannot evade and activate skills.

- > Battle skills, with the exception of a few, can start or continue skill chains.



Passive Skill Example:

Max AP + 1
Max AP + 1.

- > Passive skills are never disabled in battle.



Leader Skill Example:

Skill + 2%

Raises skill activation rate of all allies by 2%. Leader must be alive.

- > Leader skills are disabled if the lead unit is destroyed in battle.



Command Skill Example:

Focus Up

Raises chance of hitting target's body.

- > Command skills cannot start or continue skill chains.



Link Skill Example:

Assault Link L

Enables link attack when left arm is equipped with an Assault type weapon. (MG SG FT)

- > Link skills, unless inflicted with Link Cut, are never disabled in battle.

SKILL CHAINS

When units are linked in battle, skills that the units possess can activate in succession. Each skill has a set chance of chaining with other skills. Chained attacks receive damage bonuses.

First Chain	1.2 x damage	Fourth Chain	1.6 x damage
Second Chain	1.3 x damage	Fifth Chain	1.8 x damage
Third Chain	1.4 x damage	Sixth Chain Onward	2 x damage





Once you complete a mission, you gain Command Points (CP) and Remodel Points (RP).

- 1 Lv. Pilot's current level
- 2 To Next Level EXP needed to reach the next level
- 3 RP RP gained and current RP
- 4 CP CP gained and current CP

WANZER SETUP

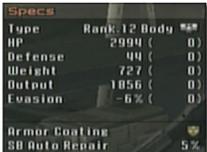
In wanzer setup mode, you can change each wanzer's configuration from parts to items. You can customize their setups as long as its total weight capacity does not exceed its total power output.



CHANGING PARTS

Here you can set up your wanzer's body, arms, and legs. Select the part you wish to change by pressing the up and down directional buttons, then press the \odot button to confirm.

- 1 Unit Name Name of the pilot's wanzer
- 2 Pilot Name Name of the pilot controlling the unit
- 3 W/P Current weight and power output
- 4 Armor Coating Type of armor equipped on wanzer indicated by icon
- 5 RP Current CP
- 6 CP Current RP



BODY

- Type Part type
- HP Hit points
- Defense Defense rating of body
- Weight Weight of body
- Output Power output
- Evasion Evasion rate
- Armor Coating Part's special features



ARM

- Type Part type
- HP Hit points
- Defense Defense rating of arm
- Weight Weight of arm
- Accuracy Hit rate
- Punch Damage Damage with arm punch
- Punch Accuracy Hit rate for arm punch
- Part Skill Part's special features

> Some arm parts come with built-in weapons.



LEGS

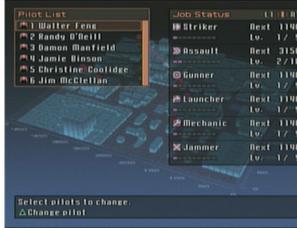
- Type Part type
- HP Hit points
- Defense Defense rating of legs
- Weight Weight of legs
- Move Movement rate
- Evasion Evasion rate
- Leg Type Leg type (affects AP cost for movement on various terrain)
- Part Skill Part's special features

- > Accuracy = Arm's accuracy + Weapon's accuracy
- > Evasion = Body's evasion + Leg evasion

In **FRONT MISSION 5: SCARS OF THE WAR**, pilots can gain new skills by spending Enhancement Points they gain through levelling up.



- Pilot Level** Pilot's current level
- To Next Level** Points needed to reach the next pilot level
- EP** Available EP
- AP Max** Maximum AP
- AP Charge** AP regained at the beginning of each turn
- Skill Slots** Number of available slots for skills
- Status Evasion** Evasion against status attacks
- Specialty** Pilot's job specialty
- Pilot Type** Pilot type



- Next Lv.** Points needed to reach the next job level
- Pilot's current job level

- > All pilots specialize in only one job.
- > You can change your pilot arrangements by pressing the \odot button. With the exception of the first two slots, you can change pilots in the last four slots.
- > Active pilots occupy the six wanzer slots. Reserve pilots cannot participate in battle unless they are moved to one of the wanzer slots.



- > The maximum amount of skills a pilot can equip is 16.

GAINING AND SETTING SKILLS



Here your pilots can learn new skills. To learn a new skill, press the \odot button to go into the Supply List. In here, you can view skills that the pilot can learn.

- Buy** Use EP to gain skill.
- Buy and Equip** Use EP to gain skill and equip it.



Go to the Stock List to view a list of your pilots' unequipped skills. Each skill requires a certain number of skill slots. Keep this in mind when choosing skills to equip.

- > When a skill is selected, press the \odot button to view detailed information on the skill.

CHANGING WANZER NAMES



Your wanzers can be renamed to anything you like.

Pilot	Default Name
Walter Feng	Frost
Randy O'Neill	Eldos

VIEWING YOUR WANZER



Once you're finished setting up your wanzer, you can review its part and weapon loadouts. From here, you may view the specs of each part by pressing the **Ⓞ** button. Additionally, your wanzer can be rotated using the right analog stick.



To examine it from any angle, go into View Mode by pressing the **Ⓞ** button. In here, you can rotate and zoom the camera using the left and right analog sticks, respectively. To enable automatic camera rotation, press the **Ⓞ** button. Whenever you want to exit View Mode, press the **Ⓞ** button.

BUYING WANZER SETS



Here you can purchase full wanzer sets for your pilots. You can view the part and weapon loadouts of a set, as well as rotate its position using the right analog stick. Any wanzer sets that you purchase will automatically be equipped onto the currently selected pilot.

CHANGING WANZER PILOTS



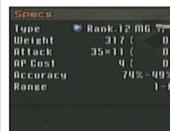
By pressing the **Ⓞ** button in the wanzer list menu, you can change the pilots of your wanzers. With the exception of the first two wanzer slots, pilots in the last four slots can be changed. Only the pilots in the six wanzer slots will participate in battle.

CHANGING WEAPONS



Here you can set up weapons for your left arm, right arm, and both shoulders. Select a weapon by pressing the up or down directional buttons, then press the **Ⓞ** button to confirm.

> If an arm has built-in weapons, it cannot carry additional hand mounted weapons. However, weapons can still be equipped on the arm's shoulder.



MACHINE GUN, SHOTGUN, FLAMETHROWER, GATLING GUN, & RIFLE

Type	Part type
Weight	Weight of weapon
Attack	Damage x number of hits
AP Cost	AP cost
Accuracy	Hit rate
Range	Minimum and maximum range
Part Skill	Part's special features



BAZOOKA

Type	Part type
Weight	Weight of weapon
Attack	Round damage x number of hits + blast damage
AP Cost	AP cost
Accuracy	Hit rate
Range	Minimum and maximum range
Blast Range	Bazooka blast's area of effect
Part Skill	Part's special features



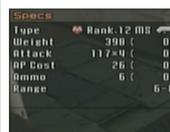
KNUCKLES, ROD, & PILE BUNKER

Type	Part type
Weight	Weight of weapon
Attack	Damage x number of hits
AP Cost	AP cost
Accuracy	Hit rate
Part Skill	Part's special features



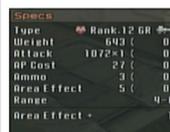
SHIELD

Type	Part type
Weight	Weight of weapon
Attack	Damage x number of hits
AP Cost	AP cost
Accuracy	Hit rate
Damage Cut	Percentage of damage reduced
Damage Limit	Maximum amount of damage reduced
Part Skill	Part's special features



MISSILE LAUNCHER

Type	Part type
Weight	Weight of weapon
Attack	Damage x number of hits
AP Cost	AP cost
Ammo	Ammunition capacity
Range	Minimum and maximum range
Part Skill	Part's special features



GRENADE & ROCKET LAUNCHER

Type	Part type
Weight	Weight of weapon
Attack	Damage x number of hits
AP Cost	AP cost
Ammo	Ammunition capacity
Area Effect	Area of effect
Range	Minimum and maximum range
Part Skill	Part's special features

