

A Tribute to Front Mission – Gameplay Quirks Edition
By Front Mission: Series Translation Team

This tribute piece to Front Mission is about the many gameplay quirks seen in the video games. Enjoy our candid commentary and the buffet of pictures below!

Free Goodies

Entries: Front Mission/2/3/2089: Border of Madness

A: I never did get exactly how you can salvage free stuff from destroyed enemy units...but free is free!

W: It's not just about the money and the experience points!



Observation: Goodies salvaged from destroyed enemy units may vary; victorious combatants can receive wanzer parts, weapons, operating systems, or even internet website addresses!

From Zero to Hero

Entries: Front Mission/2/3/Gun Hazard

A: In a blink of an eye, your newbie pilot can be transformed into a seasoned veteran!

T: See, even in Front Mission you can do those crazy level 1 to level something challenges!

W: If only this could happen in real-life...



Protip: Equip the battle skills that multiply EXP gains in Front Mission 3 to quickly level up a pilot's combat proficiency in a particular weapon class.

Nature’s Stronghold

Entries: Front Mission/3/4

A: Front Mission 3 breaks the trend of climbing UP the natural terrain to reach the enemy base by instead climbing DOWN from it!

K: While it doesn’t really count here, I actually liked being on the defending side of things in Front Mission 5!

W: Why did they have to make the base so freaking huge!?



Observation: When the commander of a base whose defenses are fortified by Mother Nature itself thinks that they are invincible, it’s actually a sign that they are going to lose!

Night Vision Time

Entries: Front Mission/3/Alternative

A: Given how frequently you come across missions taking place at night time, it would’ve been nice to see more implementations of night vision!

K: Would have been interested if you could turn a night vision filter ON and OFF to get a better look at the night time maps.

W: Just be happy that nobody shined a really bright light into your night vision view.



Protip: Using a night vision scope in Front Mission Alternative will dramatically boost the weapon accuracy of the WAW that has it equipped.

Overwhelming Opposition

Entries: Front Mission/2/3/4/5 ~Scars of the War~/2089: Border of Madness

A: There is a good reason why the numbered Front Mission titles are called “strategy” games! Well, maybe not Front Mission 3, since you don’t fight dozens of enemies all at once...

K: Front Mission 2 has to take the cake for the most epic and grueling battles...

T: I have must say only Front Mission 2 gave you a feeling of what an all-out war involving all major weapons platforms would look like with wanzers!



Observation: With the exception of Front Mission 3, all other numbered Front Mission titles challenge players to go through 15 or more enemy units on average for each mission.

Painful Experiences, Heroes Edition

Entries: Front Mission/2/3/4/5 ~Scars of the War~/Alternative

A: Getting killed in a single attack isn't a common occurrence (except in Front Mission 2 where enemies can do it as easy as 1-2-3), but when it does happen, it's time to hit the reset button!
T: I always thought that the amount of damage that Front Mission 2 enemies could do to your units at times was sheer overkill...



Protip 1: The Bismillah in Front Mission 2 has enough firepower to destroy even the strongest wanzers such as the Raven in a single attack, so make every attack against it count!
Protip 2: The Uragan's Saryshagan Rifle at max power does enough damage to destroy fully armored WAWs in one hit and has a wide blast radius, so DO NOT group your platoons together!
AND Observation: The Recson models have the lowest overall armor of any wanzar in Front Mission 3 and Front Mission 4, and the lowest overall defense of any wanzar in Front Mission 5.

Painful Experiences, Villains Edition

Entries: Front Mission/2/3/4/5 ~Scars of the War~/2089: Border of Madness

A: Believe it or not, it’s possible to destroy those boss units in the numbered Front Mission titles with a single attack too!

K: ...especially in Front Mission. Part of what made that game fun was how broken it was!

T: This is one of the few times where you can see just how vicious those melee attacks can be!



- Protip 1:** Use an acid bomb and a flash grenade in Front Mission and Front Mission 2089: Border of Madness to lower an enemy’s defense to 0, so you can deliver the most damage possible.
- Protip 2:** The power of the battle skills using shields as a weapon in Front Mission 3 depends on the shield equipped – the higher its damage reduction and uses, the higher the damage it deals.
- Protip 3:** You can increase melee damage in Front Mission 3, Front Mission 4, and Front Mission 5 by increasing the amount of free weight that a wanzer has percentage-wise.
- Protip 4:** Battle skills that chain in Front Mission 4 and Front Mission 5 receive damage multipliers – the longer the skill chain, the more damage the next skill that activates will do.
- AND Observation:** The maximum damage progressively increases with each numbered Front Mission title, from doing several 100s to several 1000s of damage in a single hit!

Race against the Clock

Entries: Front Mission 2/4/5 ~Scars of the War~

A: While the urgency wasn't as great in Front Mission 4, you can definitely feel it in Front Mission 2 and Front Mission 5. They're easily the most memorable final missions of any Front Mission!

T: How interesting that in Front Mission 2 and Front Mission 5, your main threat isn't the enemies but rather the super weapon that's about to kill you!



Protip 1: To destroy the FENRIR in Front Mission 2, you must destroy the Bismillah, reach the control room with at least 10 turns to spare...AND protect it from the enemies coming to destroy it!

Protip 2: The energy waves emanating from M.I.D.A.S. in Front Mission 5 do an extreme amount of damage to all units within range, so always move and move in a counter-clockwise direction!

The Bigger They Are, The Harder They Fall

Entries: Front Mission/2/3/4/5 ~Scars of the War~/Alternative

A: It’s not a Front Mission unless it ends with you taking on some giant, multiple space-occupying (or platoon-occupying) monstrosity!

W: No matter what, no matter how weird, ugly or awesome you’re looking, you’re going to get curb-stomped!



Observation: The evil-looking Mir Orlen, otherwise known as the Sakata Type-XXPT, looks like some kind of mechanical primate without the legs...



Observation: The mobile fortress that is the ISV09A-S Bismillah has an extraterrestrial vibe, resembling an alien at its top and what looks like an alien spaceship at its bottom...



Observation: As an amphibious mobile weapon, the Xiangyu 2 fittingly has the appearance of a mechanical lobster...



Observation: Another amphibious mobile weapon, the Bogomol 1 looks somewhat like a mechanical mantis (and its name in Russian means “mantis” too)...



Observation: This hovering mobile weapon, Kouten, has an unusual design, but it somewhat resembles a mechanical raven with its wings set in a flapping position...



Observation: This massive WAW called the DC-SL Uragan can be best described as some kind of a mailbox with legs...

We Love Giant Robots!

Entries: Front Mission/2/3/4/5 ~Scars of the War~/2089: Border of Madness

A: See, Front Mission even gives some love to fans of the more traditional 5-story or 50-foot tall giant robots!

K: It was fun to be able to use some of the mobile weapons in the NDS version of Front Mission too.

T: I’ve always wondered why the strongest wanzers were always the biggest ones...



Observation: Wanzers that don’t follow the MULS-P standard are usually 25% to 50% bigger and heavier than the wanzers that do comply with it.

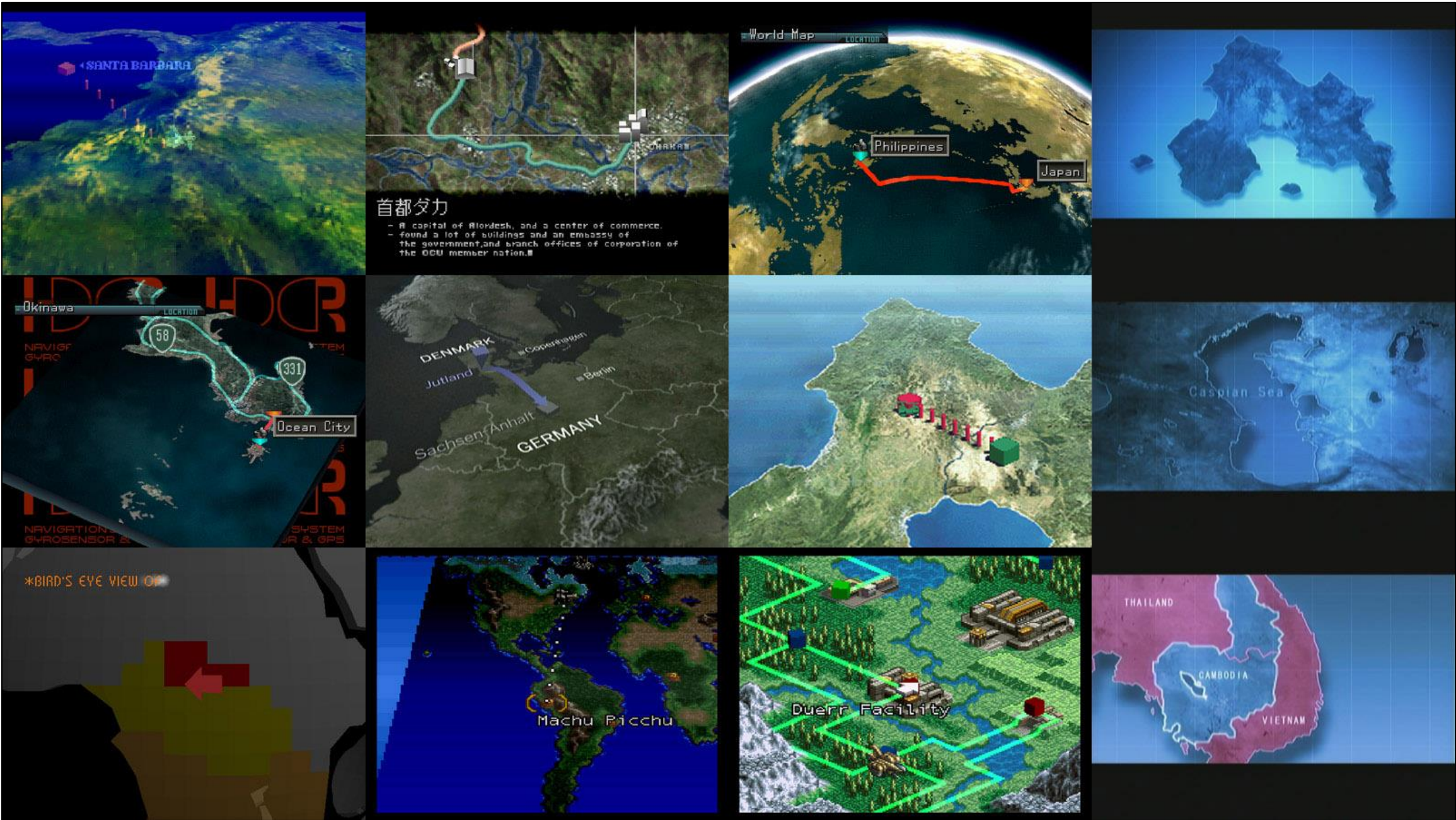
World Travelers

Entries: Front Mission/2/3/4/5 ~Scars of the War~/2089: Border of Madness/Alternative/Gun Hazard

A: One of the best parts about Front Mission is traveling to locations in North America, South America, Europe, Asia, Africa, and Australia and Oceania!

K: Front Mission 3 certainly got me more interested in world travel as a kid with its 3D world map!

T: Front Mission as a whole needed more world traveling, in my honest opinion!



Observation: Of the many places that the player can visit in all of Front Mission, Huffman Island is the one location that is most frequently visited.

You Again...!?

Entries: Front Mission/2/5 ~Scars of the War~

A: Not all Front Mission foes go down in the video game that they appear in. Some of them come back for more servings of punishment...

T: You know, there is such a thing called “retreat to live and fight another day” ...



Observation: Royd Clive may be a standout wanzer pilot, but evidently he doesn’t fight well in forests with bodies of water nearby, all happening in a night time setting...



Observation: Glen Duval proves his combat prowess by using varying wanzer builds that specialize in different forms of combat in his battles.