

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

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

Arena

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

A: THE premier gambling league of the 21st and 22nd centuries!

K: The thing I remember the most about the arena is the point when your wanzer has already lost all their weapons and the end is inevitable...but you have to wait to watch them die.

W: Who’s got the baddest wanzer of them all?



Protip: You can use secret units in **VS Mode** if you manually input really long 16-bit era gaming passwords!



Protip: You can field up to five wanzers if you’re up for a team match. But if you play a team match in **VS Mode**, you can field up **ALL 12** of your Frankenstein creations against a friend!





**Protip:** The Front Mission characters that show up in the arena tend to give out the biggest rewards. That is, if you can defeat them...



**Observation:** Fighting doppelgangers of your pilots yields tons of cash!



Bars

Entries: Front Mission/2/3/4/2089: Border of Madness/Online

W: Time to get drunk before you go out on the battlefield!

T: I wish there was some kind of drinking mini-game, given the implied heavy drinking habits of the many pilots you control!



Protip: Always talk to the bar regulars and any unique customers you see multiple times, as they may be in the mood to give out key information or even free wanzer parts!



Briefings

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

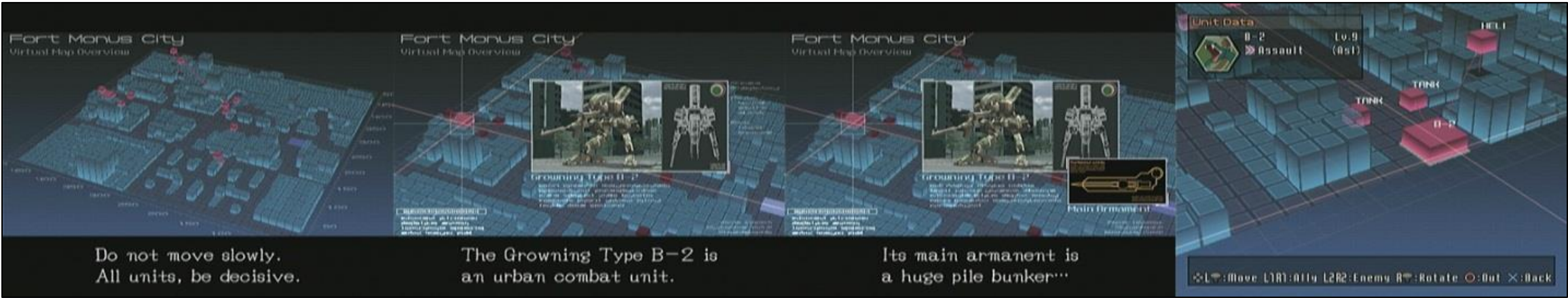
- A:** Look at all of those pretty pictures and big numbers!
- K:** It’s interesting to see the difference between the Front Mission 2 and Front Mission 5 briefings. In Front Mission 2, we have a ragtag bunch of soldiers, civilians, and spies hacking into a GPS system, whereas in Front Mission 5 Walter’s elite military unit gets treated to a sophisticated 3D model of the battlefield before going into battle.
- W:** The obligatory “don’t forget to customize your wanzers” warning before you go out to battle. Nothing to see here...



**Observation:** The later versions (WonderSwan Color, PlayStation, Nintendo DS) dump the ugly 3D models for sexier 2D sprites.



**Protip:** You can check out all sorts of details against the enemy if you hack into the Early Bird forums in the **Network**. Use it with caution, as you’ll be spoiled on who you may be fighting...

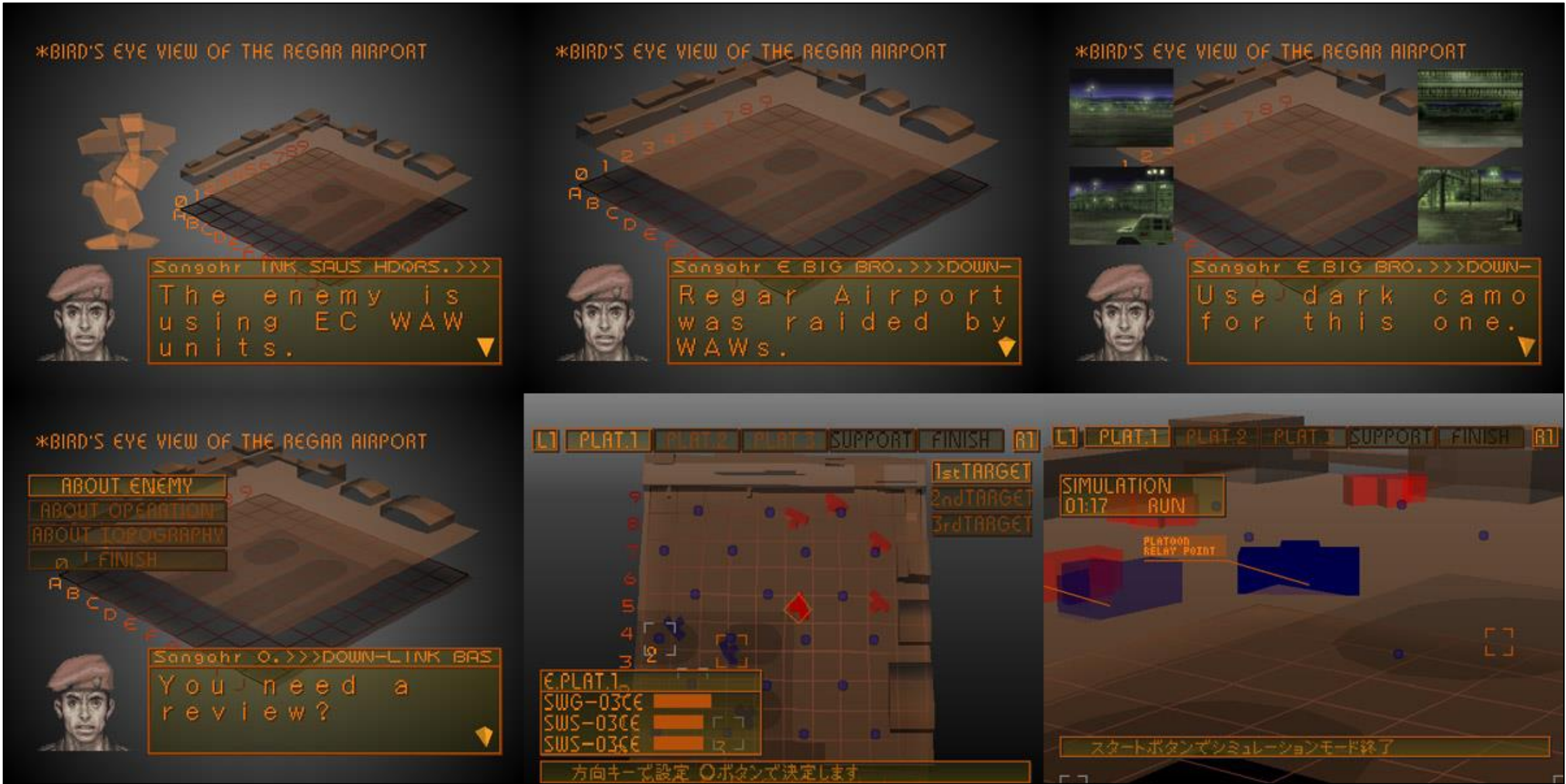


**Protip:** Make sure you review the mission area before you sortie, so you can see how the enemy **Link** squads are set up.





**Protip:** If you see a photo of a character in a briefing, chances are they'll be your allies or your enemies in the next mission.



**Protip:** If you want to see how your grand strategy will succeed or fail, don't forget that you can play out a simulation of it while you're in the **Target Select** menu.



Links

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

A: Let’s face it, it’s always better to kill two birds with one stone!

K: While the “official” addition of Links was one of the major additions that Front Mission 4 made to the series, I felt like they only REALLY got it right in Front Mission 5. It's interesting that Border of Madness managed to adapt the Front Mission 5 battle system to a 2D platform, as I’ve always wanted some kind of upgraded version of the original Front Mission!

W: When you have friends like these, who need to take turns?



Protip: With the right setup, you can attack **INDEFINITELY** as long as you’re “linked” to at least one allied unit.

AND Observation: What arguably is the **ONLY** broken battle skill you’ll ever get...is also arguably the hardest to unlock!



Protip: You have two battle skills that let one “linked” unit attack for a 1-2 punch, and two other ones which let two “linked” units contribute to the carnage!





**Observation:** If you think those “linked” attacks are all sorts of nasty, wait until the enemy does it to you!



**Protip:** You can customize your Links from who is “linked” to whom, what weapons or special actions to perform, and even how your pilots will respond when attacking or counterattacking!  
**AND Observation:** Unlike in Front Mission 2 and Front Mission 3, your units can be “linked” up to not one, not two, but **THREE** units for some crazy action!



**Protip:** Pay attention to the pilot type of your pilots since that plays a role into how they’ll act when attacking or counterattacking...especially when cases of friendly fire are present!  
**AND Observation:** With Links being expanded to allow your units to be “linked” up to a maximum of **FIVE** units, expect even more epic levels of destruction!





**Protip:** Links work as long as the second “linked” unit is NOT using the same weapon types (Fight, Short, Long) as the first unit!



**Observation:** It is imperative that all dramatic attacks must be accompanied by some slick comic-style artwork and poses!



Mission Deployment

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

- A: The one time you can send them all out like lambs to the slaughter!
- K: I always found the “deployment” sound effect in Front Mission satisfying as a kid.
- T: You could deploy all of your men...or you could just Rambo the whole thing with one guy...



Protip 1: You can swap wanzers for any pilot in Front Mission 3, in case you screwed up with their wanzer’s customization.

Protip 2: Once you beat Front Mission 2089: Border of Madness, you can choose who gets deployed on missions.



Mission Results

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

K: Loved to see those enemy wanzers “cached-in” in Front Mission!

T: The obligatory “victory” screen after a hard day’s work on the battlefield (no Front Mission 2089: Border of Madness since it uses the same damn screens as Front Mission).



Protip: In Front Mission 2, equipping parts that are of lesser quality means you’ll save more money on the Running Cost tally.



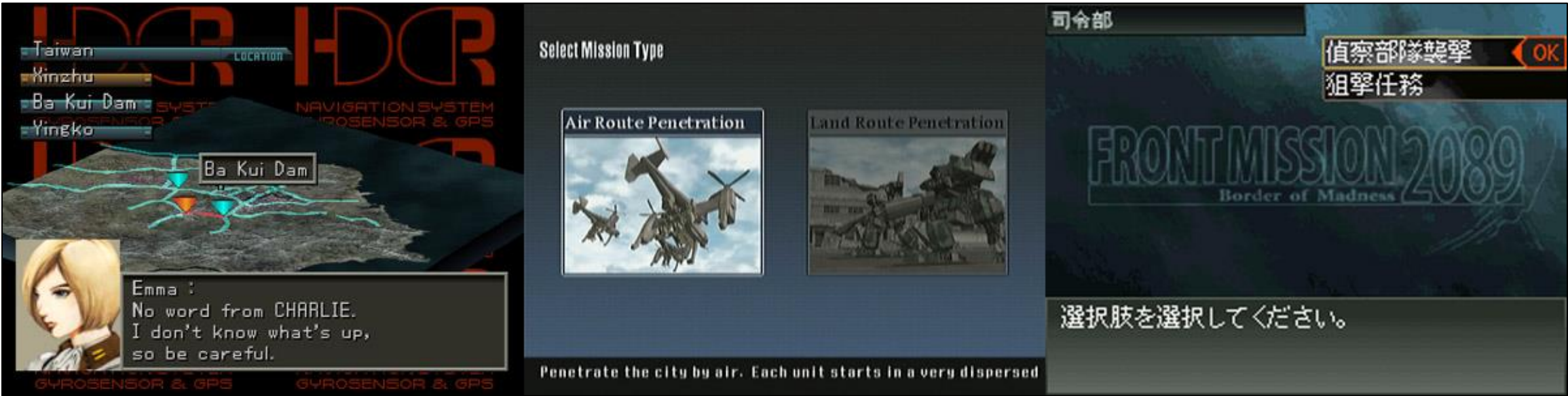
Protip: Getting high rank scores on missions isn’t just for bragging rights – you can unlock secret stuff and in the case of Front Mission Alternative, better parts and weapons to use!



Mission Select

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

A: Pick your poison – being killed by a hail of machine gun bullets or being killed by a barrage of missiles?



Observation: Never take the path of least resistance, for it almost always ends up being the path of **MOST** resistance!

Name Select

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

W: The legit way of self-inserting your way into the game!



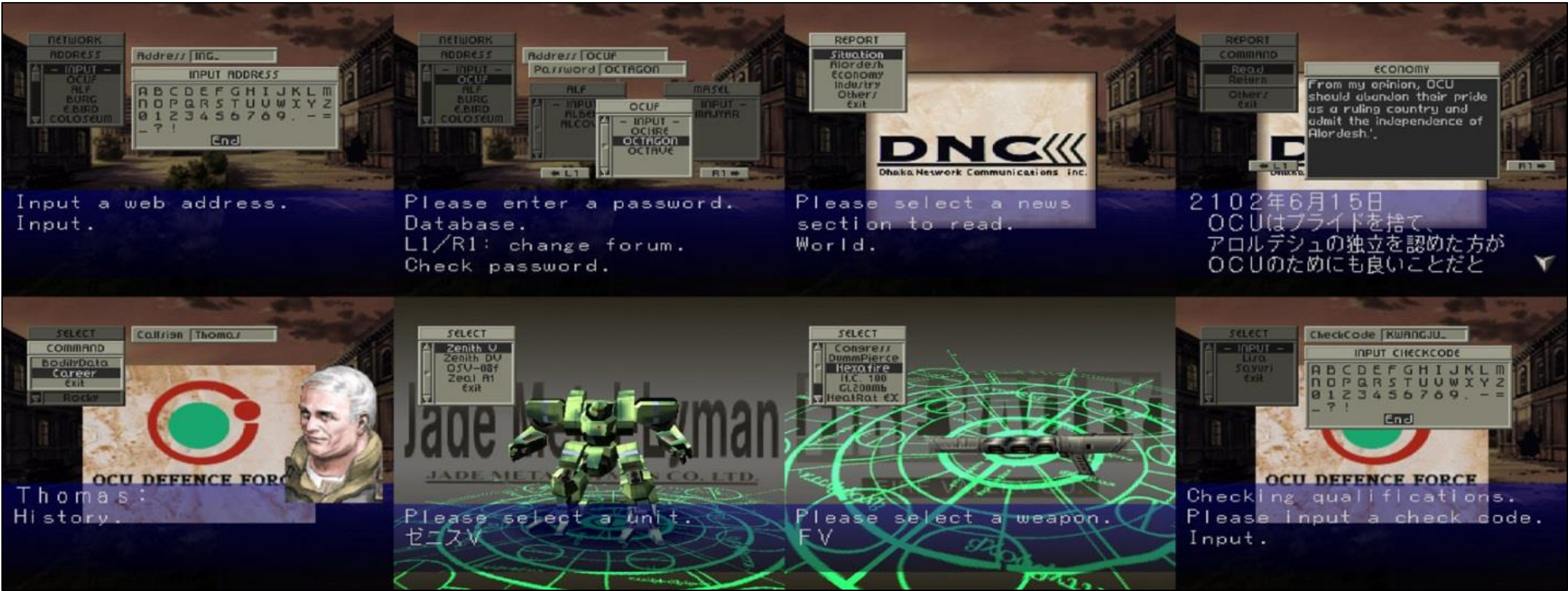
- Protip 1: You can rename your vehicle of transportation in Front Mission: Gun Hazard.
- Protip 2: You can rename **ALL 12** of your pilots in Front Mission 2.
- Protip 3 AND Observation: Renaming Kazuki’s last name in Front Mission 3 also changes the last names of his family members too!



Network

Entries: Front Mission 2/3

- A: Internet addiction, only in-game!
- K: I LOVED the Front Mission 3 Network as a kid, and read through every article on it. It did so much to create a sense of immersion, and I was quite disappointed when it failed to show up again in Front Mission 4. Besides, it was a lot faster than my 56K connection to the real Internet...
- W: As if you could get away from the Internet or staying connected to it! Download some hacks and don't forget to look at pictures of scantily-clad girls!



Observation: For a game set in 2102 and nearly a century after our own time, why does the web look like it came from the 1990s...?

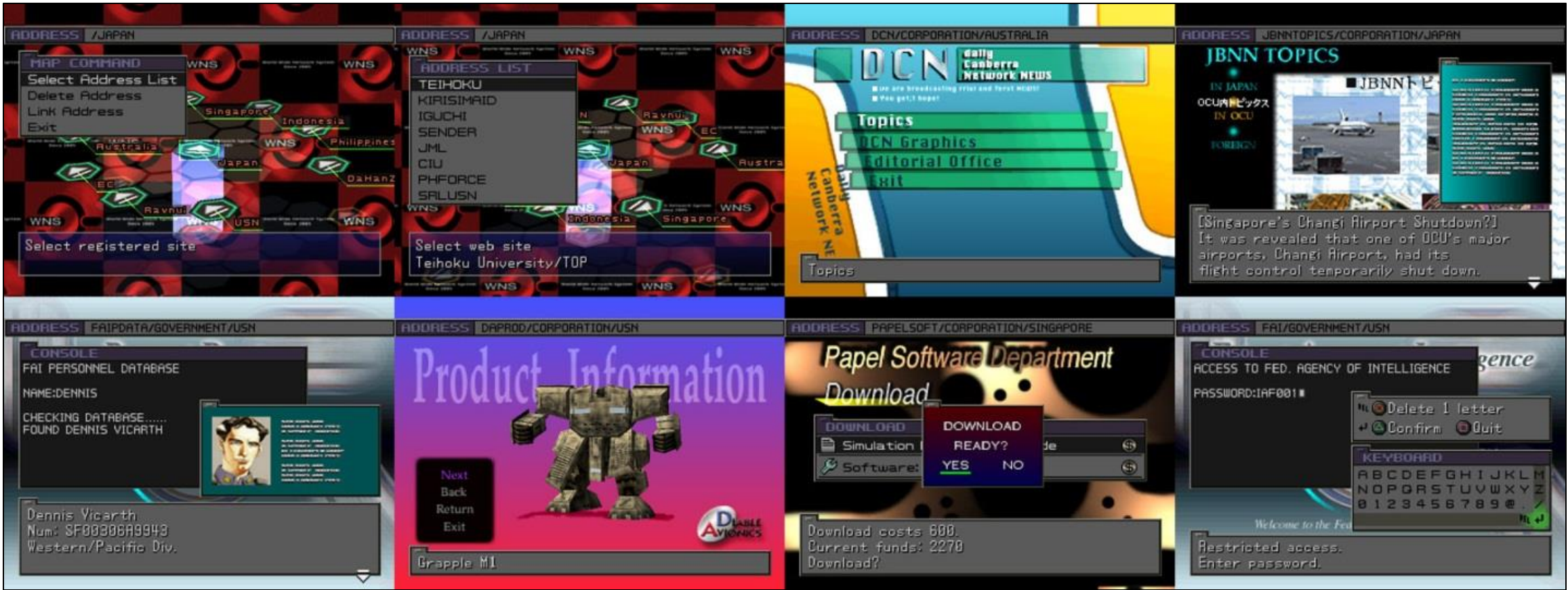


Protip: You can do a lot of stuff with the **Network** – buy gear at the online shop, unlock special upgrades for your wanzer CPUs, or even hack a GPS system to review mission areas!



Protip: If you search hard enough in the **Network** and go through some hacking mini-games, you can get secret parts and weapons, secret emails, and spoiler-crazy story details!





**Observation:** The web in 2112 looks a lot prettier than the one in 2102, but why does it still look outdated and reek of the 1990s...?



**Protip:** You can unlock a bunch of secrets if you send the right emails and the right attachments to others...just make sure you don't piss them off!





**Protip:** To see any hidden data or details inside text and graphic files, you'll need to purchase software tools from company websites in the **Network**.



**Observation:** Those who comb every nook and cranny of the Network not only can get secret goodies of all kinds (including a secret wanzer), but can spot some nifty real-life cameos too!



**Observation:** To download or not download...that is the question.

## Pilot Scouting

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

**K:** Can't miss out on the infamous Mr. Traubel!

**T:** Being the big boss means you can choose which losers and misfits deserves the honor of being overworked and underpaid by you!



**Observation:** Some pilots apparently just want you to recruit them so they can have more screen-time in the Front Mission storyline...



Simulators

Entries: Front Mission 2/3/4/5 ~Scars of the War~/2089-II

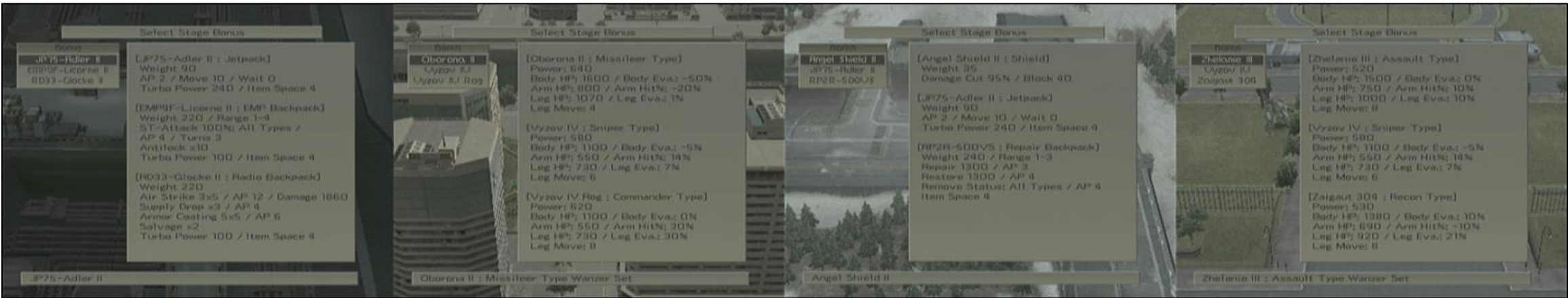
- A:** Grind to your heart’s content if you wish, but don’t expect it to make you into a master tactician!
- K:** I’ve had more than a few moments of...frustration with the Front Mission 5 Survival Simulator. Not for the weak of heart.
- W:** The daily grind before going into battle.



**Protip:** Secret **Battle Simulators** often come with a special enemy unit whose sole purpose is to speed up the process of turning your newbie pilots into hardened veterans!



**Protip:** In Front Mission 2 and Front Mission 3, you can select the difficulty of a **Battle Simulator**.



**Observation:** Rejoice fans outside of Japan, as these four secret **Battle Simulators** (and their oh-so-cool secret parts) are **ONLY** found in the North American Front Mission 4!



**Protip:** You can only bring back a limited amount of items from the **Survival Simulator**, so choose your parts wisely!



Sniping Mode

Entries: Front Mission Alternative/Online/Evolved

A: One of the best-kept secrets in all of Front Mission is that you can play Front Mission Alternative like an FPS game. You will need a controller and more importantly, a PlayStation Mouse...  
T: To be perfectly honest, Front Mission: Gun Hazard also has a sniping mode of its own. It just doesn’t count in here, since it isn’t done FPS-style!



Protip: Often times, it pays to rely more on precision shooting instead of wildly spraying bullets at anything that moves in your line of sight!

Soldier Mode

Entries: Front Mission Gun Hazard/Evolved

T: Who ever said you only had to do the fighting while inside a wanzer?



Protip: Use cover when fighting a wanzer because you will surely die if you dare confront it head-on.

Story Select

Entries: Front Mission/3

K: Interesting that Front Mission 3 never made its big choice more obvious.



Observation: To think, you can radically alter your own history from a decision as simple as choosing whether or not to go with your best friend to drop off some stuff...



Surrenders

Entries: Front Mission 2/3

K: Only for the truly elite players in Front Mission 2!

W: Even the computer will give up in front of your awesomeness!



**Protip 1:** In Front Mission 2, you must destroy an enemy wanzer’s arms and legs, leave their body parts an inch from death, equip a certain battle skill, **AND** surround them to force surrenders!

**Protip 2:** In Front Mission 3, you can simply destroy an enemy wanzer’s arms to force surrenders...or you could just go and kill their commander (or if it’s a commander, their lackeys)!



Team Select

Entries: Front Mission 2/3/4

T: The big “oh shit” moment when you realize that you’re forced to use the characters you never bothered to use for most of the game!

W: Choose your favorite characters to do all of the cool stuff, only to relegate the other characters to do all of the lame stuff.



Protip: Ash’s team gets the hardest task of all three teams, so send your best pilots to his team!



Protip: Kazuki’s team usually handles missions where short-range and melee combat is to be expected.



Protip: Of the *la Alianza* pilots, Sancho should always be a mandatory deployment; he’s pretty much the team’s handyman!