

A Tribute to Front Mission – Déjà Vu Edition (Front Mission 5 ~Scars of the War~)
By Front Mission: Series Translation Team

This tribute piece to Front Mission is about the many déjà vu elements seen exclusively in Front Mission 5 ~Scars of the War~. Enjoy our candid commentary and the buffet of pictures below!

The Battlefields

Entries: Front Mission/2/3/4/Alternative

A: I swear at least 2/3 of the battlefields in Front Mission 5 are either ripped straight from or inspired by those seen in the other Front Mission games!

K: One of the little joys of having played the rest of the series before Front Mission 5.

T: The joys of rehashing levels from old games and slapping them on new games.

W: Wait a minute, where have I seen this sort of thing before!?



Front Mission: Freedom Is Worth Dying For



The great battles of Freedom City began with Hell’s Wall triumphant in victory and ended with Hell’s Wall fallen in defeat. Fittingly, everything comes to full circle.



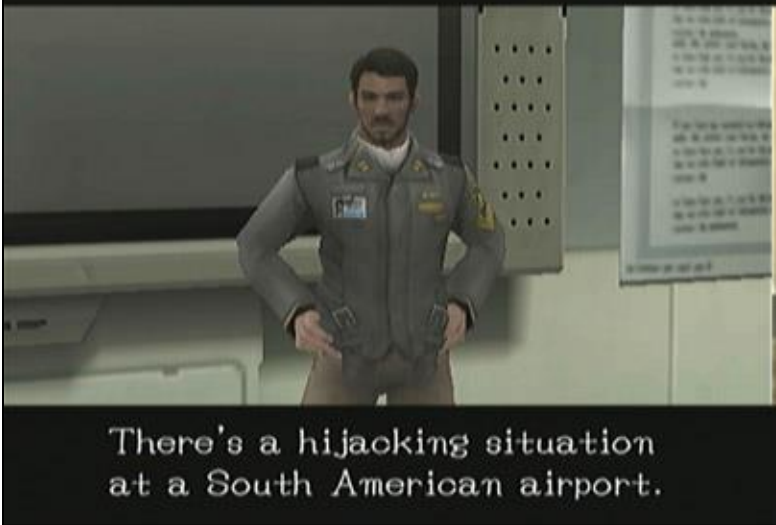
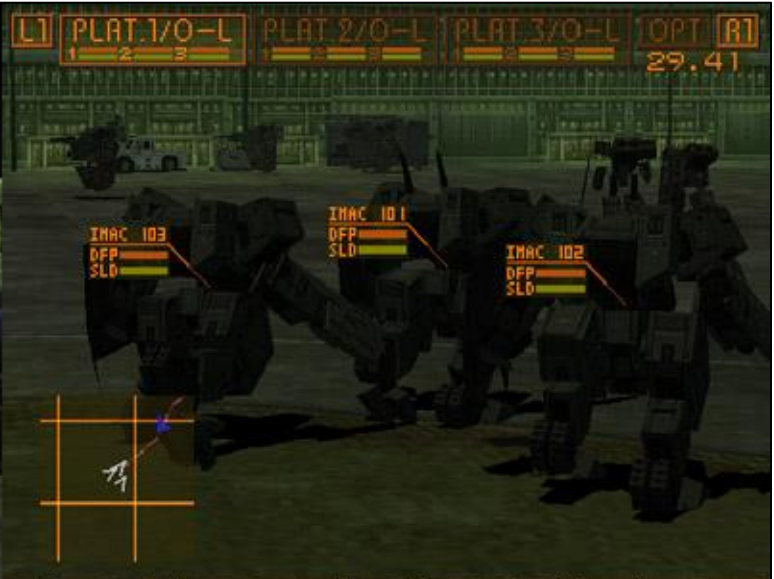
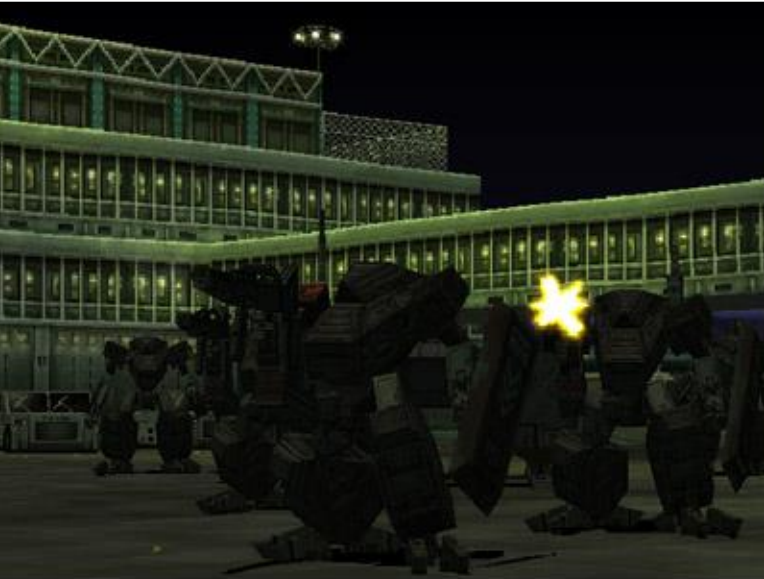
Front Mission: The Dark Side of Science



Secret research facility? Check. Large prototype S-Type device machine with no legs and hooked onto wires? Check. First battle against an S-Type device pilot? Check.



Front Mission Alternative: Never Negotiate with Terrorists



When terrorists pull off any kind of hostage taking involving airports and plan to escape by air, there is only one approach that must be taken...removal by deadly force!



Front Mission 4: Golden Adventures in South America



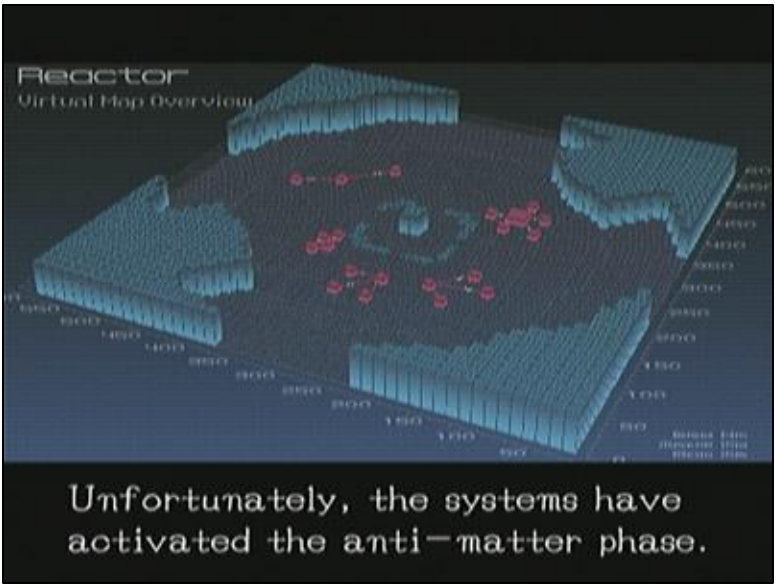
If you see a transport plane get shot down in the rainforests of South America, expect to find crates of gold (or some kind of rarity) and some unwanted visitors who want it.



Front Mission 2: The Secrets Run Deep



Only one terrorist organization could have the courage to create S-Type device and FENRIR-based weapons production factories hidden deep underground in poor Asian countries...



Front Mission 3: Going Out With a Bang



What's worse than being killed by wanzers? Being vaporized by the radiation-based M.I.D.A.S. (can erase Ocean City) or the original, anti-matter powered M.I.D.A.S. (can erase Alaska)!

The “Evil” Wanzers

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

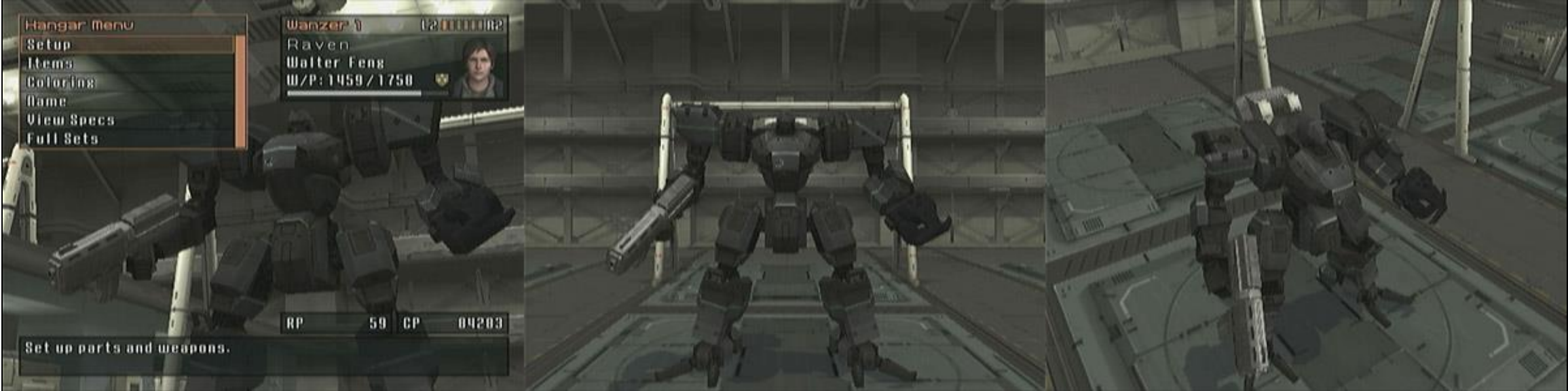
A: The only reason why these machines of destruction aren’t invincible is because the bad guys are using them. But, in the hands of the good guys...

K: While the Raven, the Zenith, and the Frost are probably the most iconic designs the series is known for, I always though the Grille Sechs designs were nice as well.

T: Even the heroes want to play with the powers of evil because they’re just that awesome!



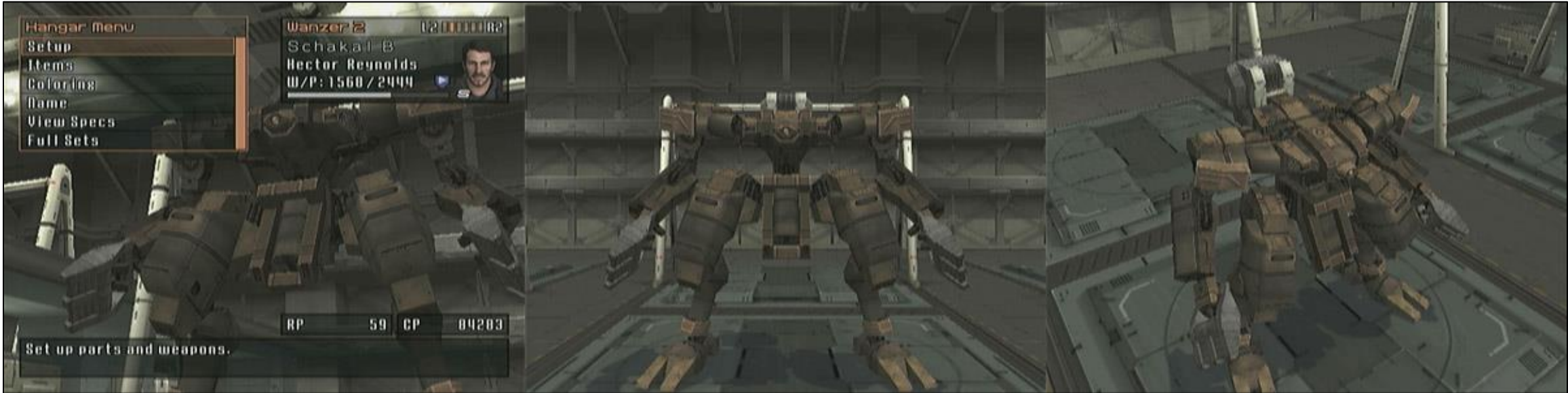
Type 11 Raven (Front Mission, Front Mission 2, Front Mission Online)



Missing shoulder shields aside, this remake is faithful to the original Front Mission design. Oh, did you know the developers incorporated the Raven’s design quirks into certain Zenith parts?



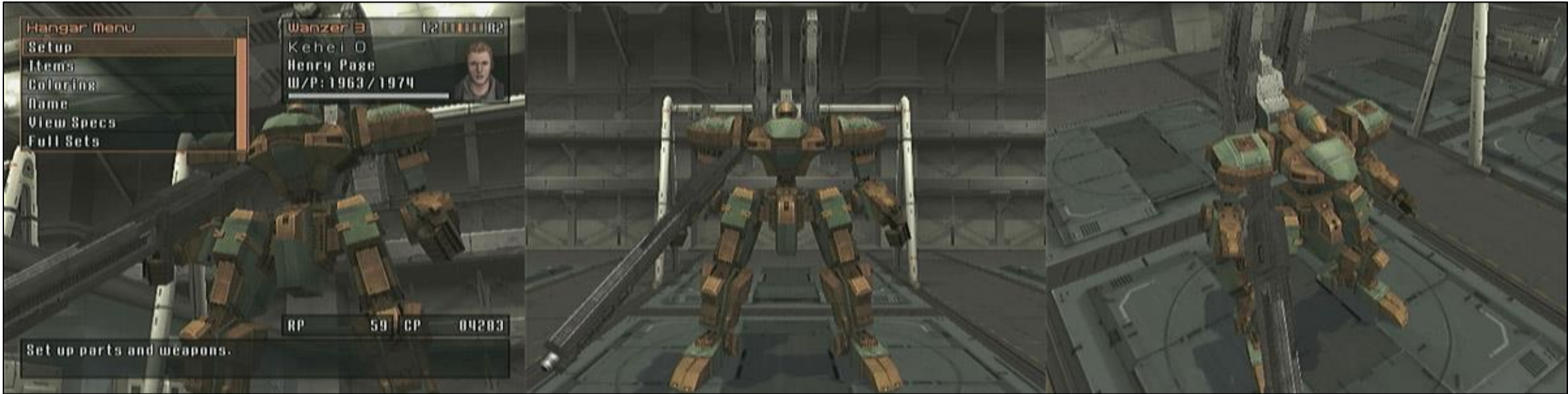
Schakal B (Front Mission 2)



Since the actual Schakal B frame was already in the video game, the only things that needed some thought were the weapons and the paint schemes. All in all, it was pretty easy.



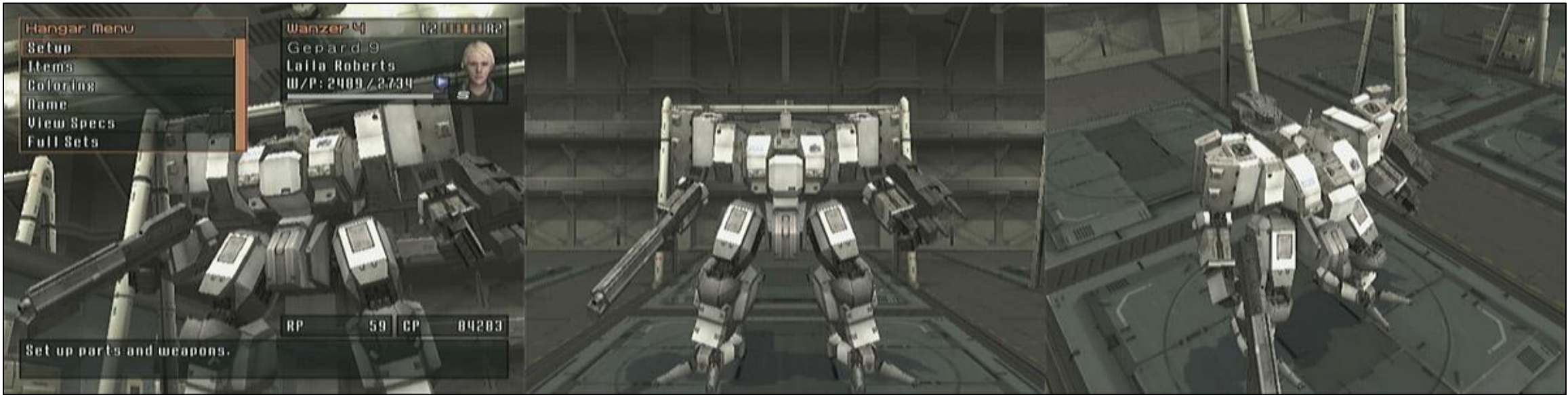
Kehei 0 (Front Mission 3)



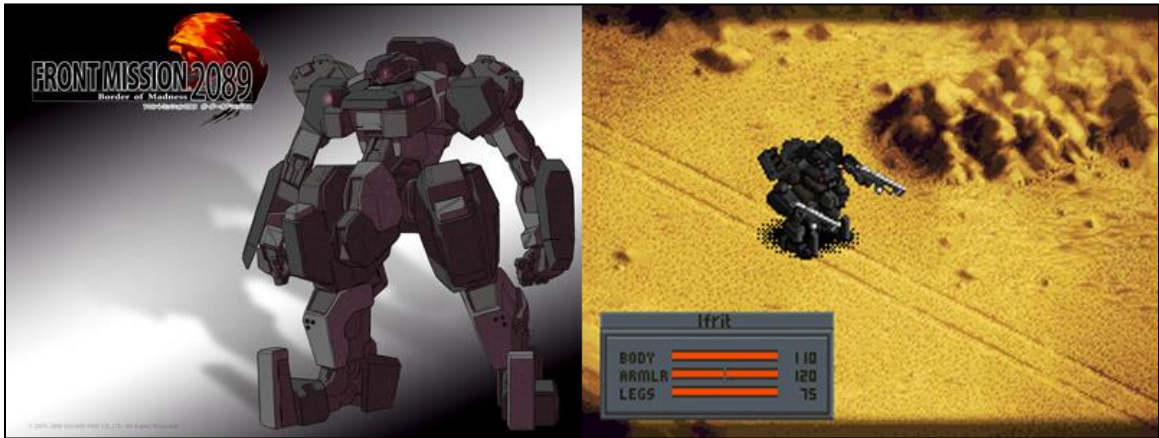
This one was tough. A rectangle-shaped rifle acts as the cannon and a four-prod repair backpack as the beam cannon “wings”. Interestingly, the frame’s made from Front Mission 3 wanzers.



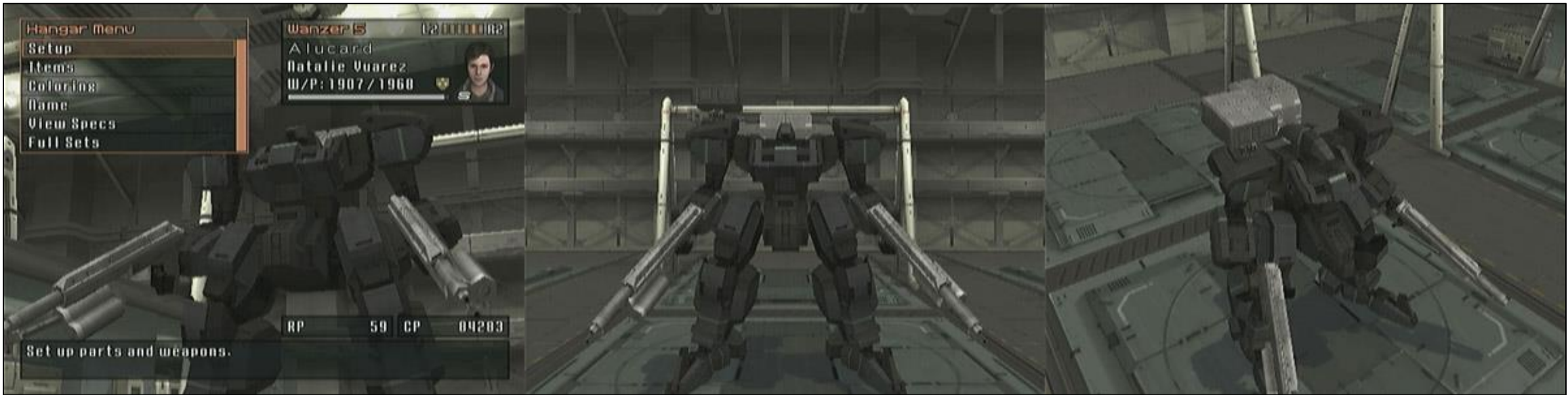
Gepard Neun (Front Mission 4)



The developers incorporated the Gepard’s design quirks into parts from the Grille Sechs line, so the frame wasn’t hard to make. A triple-point pile bunker substitutes for the claw arm.



XW-N Alucard (Front Mission 2089: Border of Madness)



The Alucard required a lot of part mixing to get the right design. Also, since there are many different weapon loadouts for the Alucard, the weapon loadout used was for the Ifrit version.

The Flying Wanzers

Entries: Front Mission Alternative

A: Just because they’re calling “walking armor” doesn’t mean they can’t take the fight to the skies!

T: Real robots can fly too, you know!



What do the most advanced WAW of the pre-wanzer era and the most advanced wanzer of the early 22nd century wanzer era both have in common? They both look like angels!

The Normal Wanzers

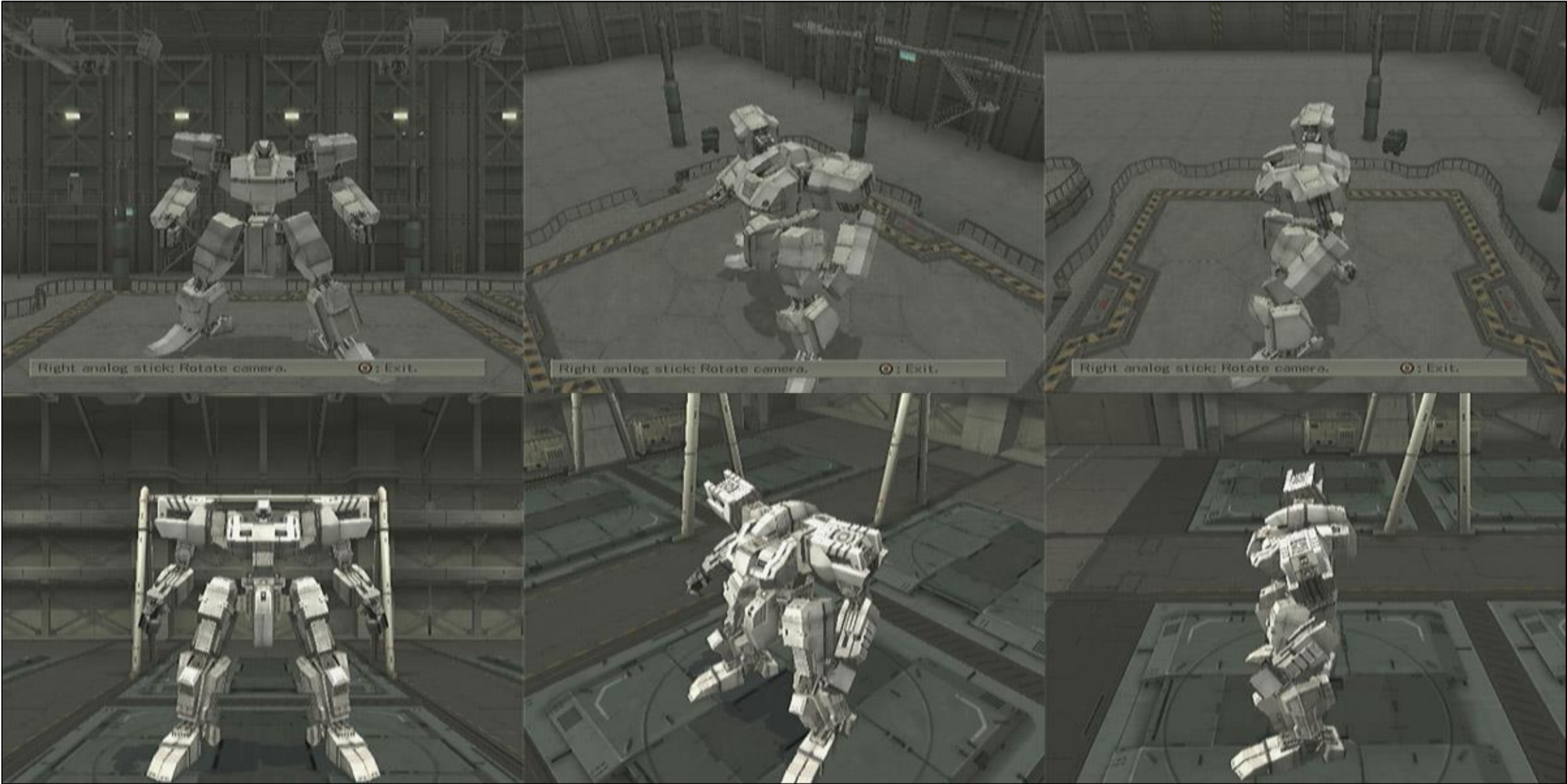
Entries: Front Mission/2/4

A: These fan favorites may not be in Front Mission 5 officially, but the developers made sure they were there...graphically speaking!

T: One of the many subtle signs of fan service in Front Mission 5!



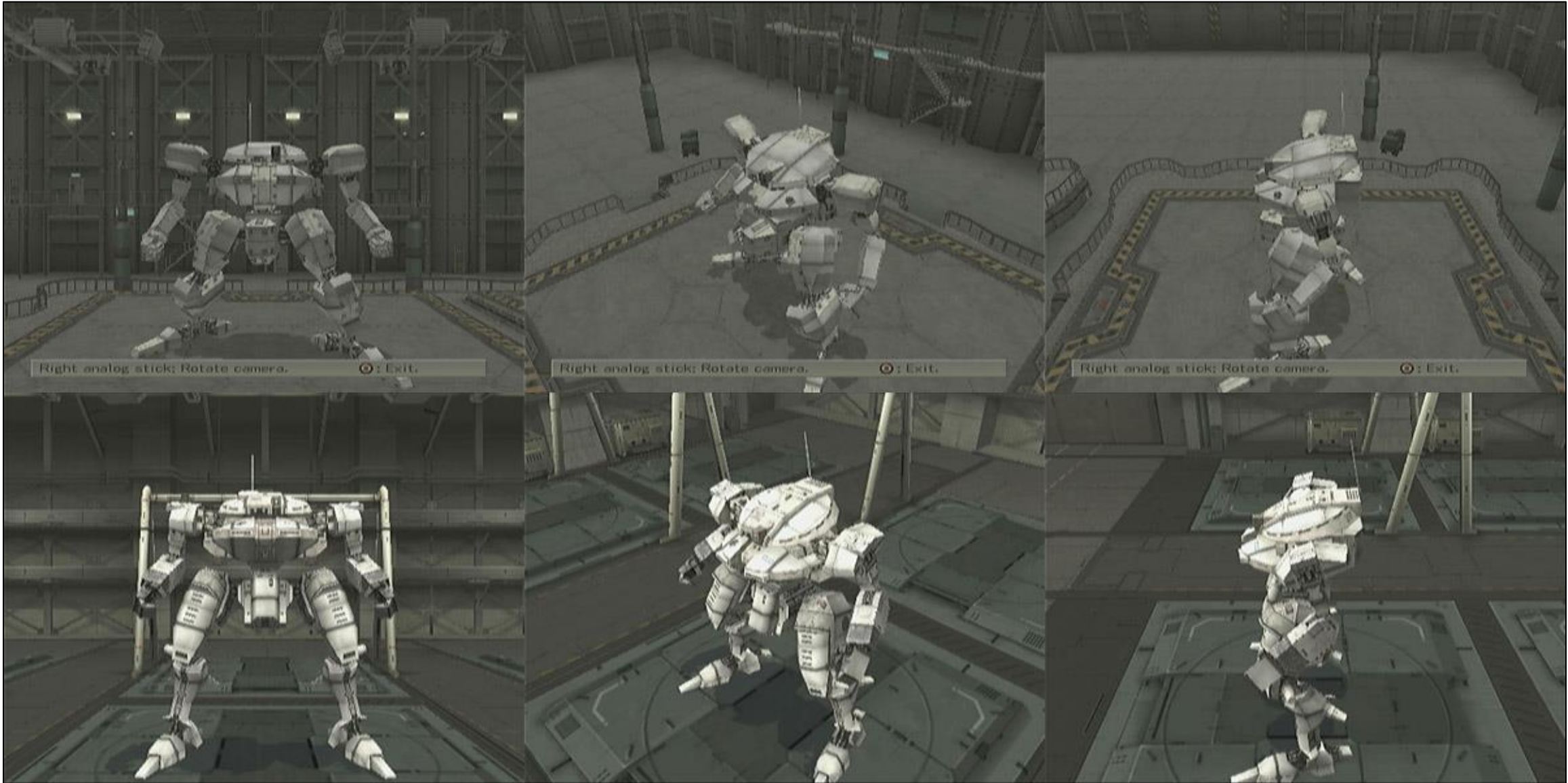
Raid Series (Front Mission, Front Mission 4)



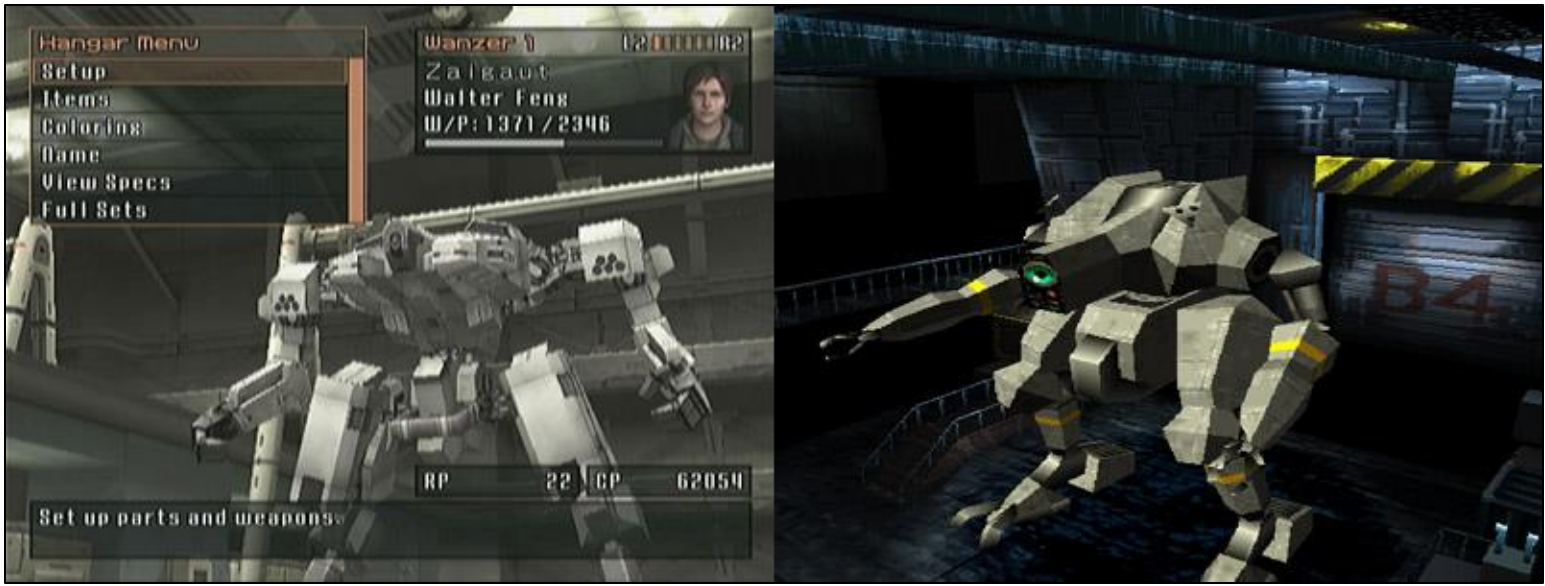
Despite the frame being called Kyojun LT, it looks nothing like your typical Kyojun model or even its derivatives. This is pretty much a Raid series design in all but name!



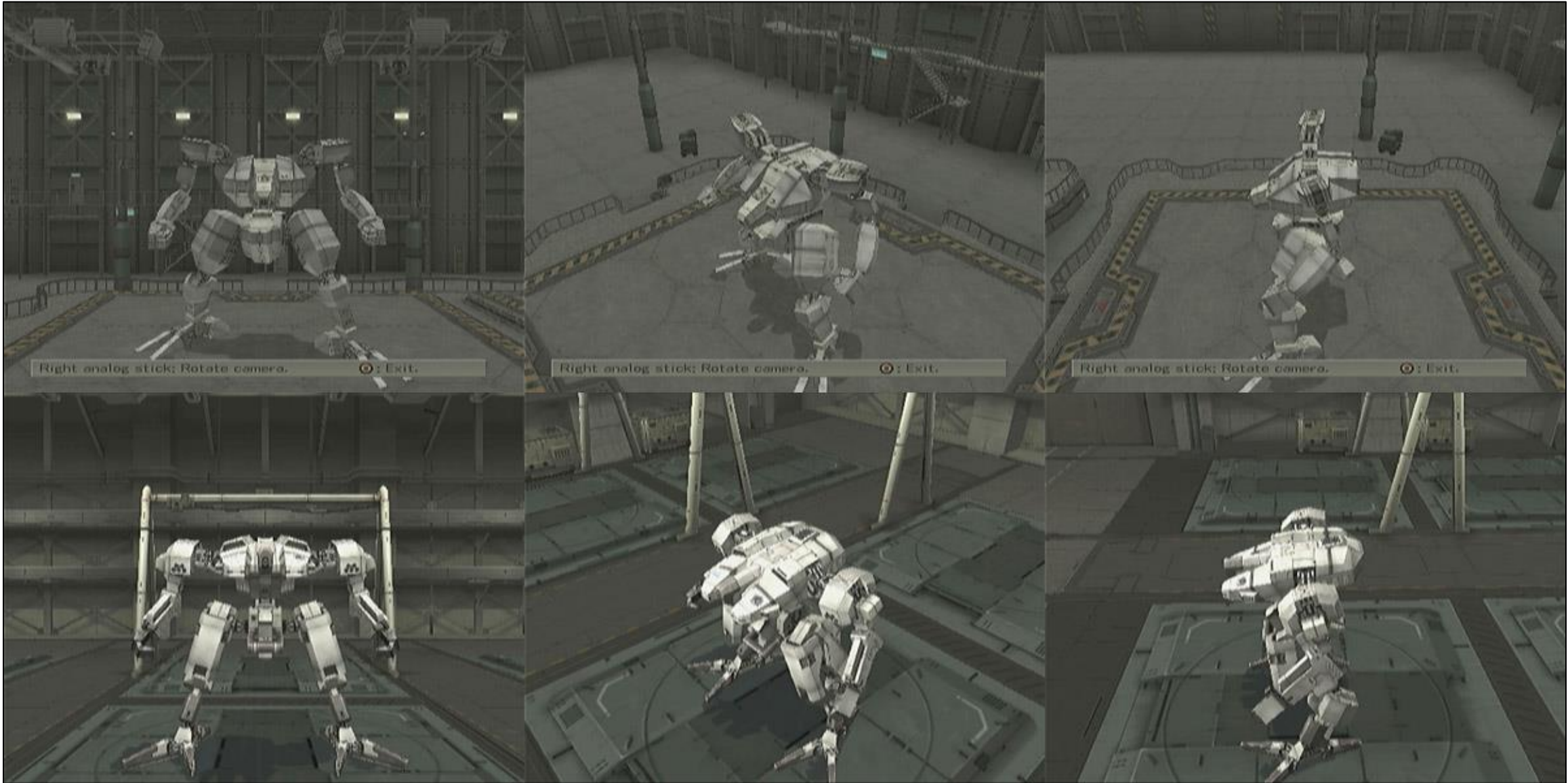
Vaje Series (Front Mission, Front Mission 2, Front Mission 4)



The Vaje arm and leg parts don't exist in an official capacity. However, the Crustacia arm parts and the Schakal LW leg parts bear a good resemblance to those missing Vaje parts.



Zalgaut Series (Front Mission 2, Front Mission 4)



The Cancer frame has a lot of design similarities with the Zalgaut model. Interestingly, the body part looks like a fusion of the Zalgaut body parts from Front Mission 2 and Front Mission 4.

The Pilot Helmets

Entries: Front Mission 2

T: It’s not hard to see the resemblance between this particular Front Mission 2 helmet design and the U.S.N. helmets seen in Front Mission 5...



All wanzer helmets have a built-in headset so wanzer pilots can better communicate with their fellow comrades.

The Records of History

Entries: Front Mission 2

T: The right way to build up tension and suspense as the story reaches its inevitable climax!



Keeping a log of historical records makes it easier to keep track of the events that transpire over the course of any great adventure, war, coup d’état, etc.

The Secret Subways

Entries: Front Mission 2

T: Evidently, people still use something as antiquated as trains in the 21st and 22nd centuries.

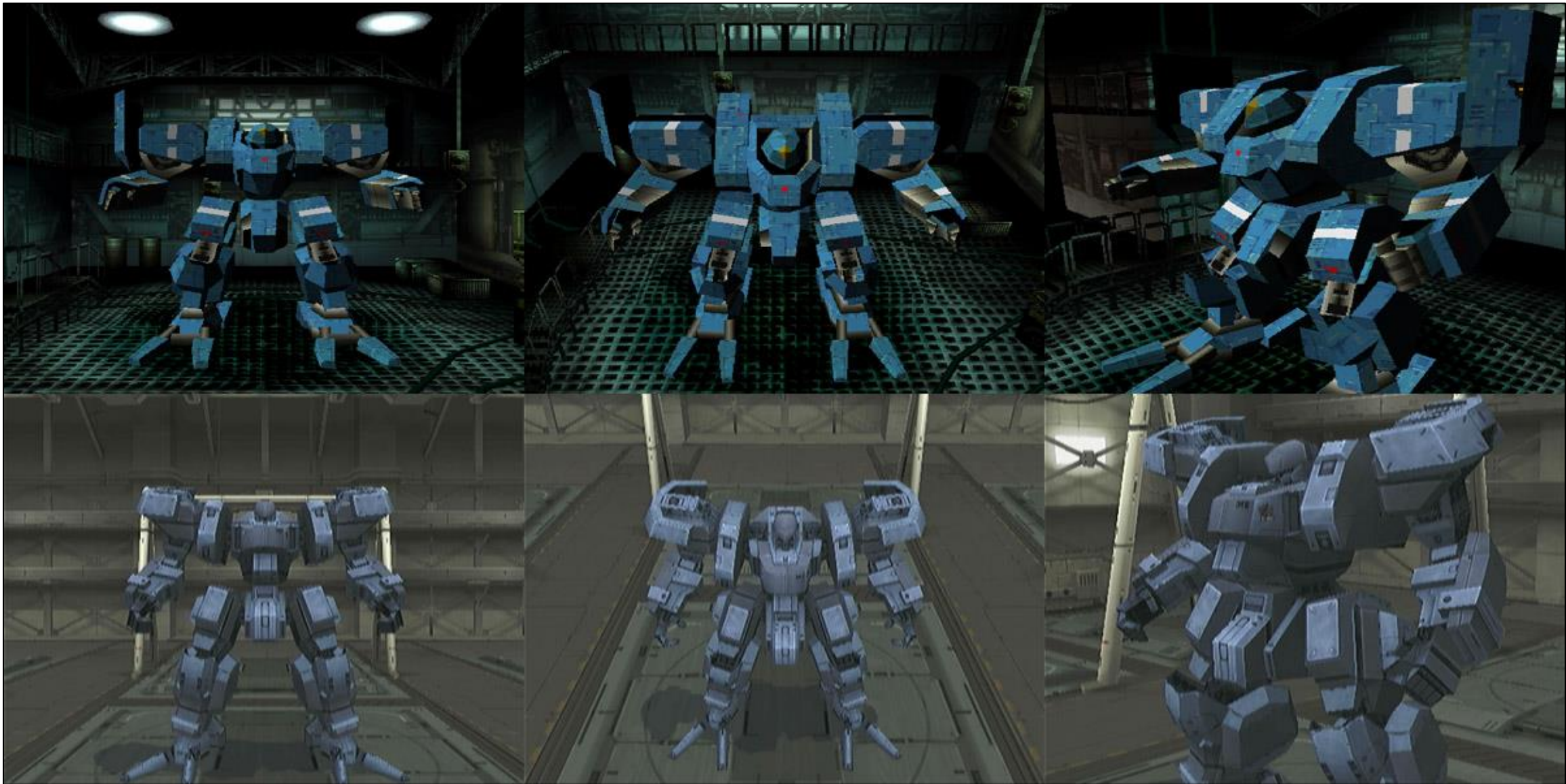


In the poor O.C.U. member-states such as Alordesh and Cambodia, secret subway networks exist for trains to ferry its passengers and goods to some very interesting destinations...

The Shoulder Shields

Entries: Front Mission 2

T: We can equip shoulder shields...just not “officially”!



Shoulder shields looked great on Zenith frames in Front Mission 2, so it’s nice of the developers to bring them back for the Front Mission 2 designs such as the Zenith DV.

The Story Connections, Front Mission Edition

Entries: Front Mission

- A: I found it fitting that the opening story arc of Front Mission 5 pays tribute to the one that started it all!
- K: The series comes back to the story arc again and again! It even forms the background of the Front Mission Dog Life & Dog Style manga!
- T: Did you know that 1/3 of Front Mission 5’s story revolves around the mysteries of Front Mission?



The outbreak of the 2nd Huffman Conflict, triggered by the Larcus Incident, was a triumphant showcase of the U.S.N. military’s might. Things were looking good, but then came Lark Valley...



...a year later, the O.C.U. counterattacks and beats the U.S.N. so badly that a cease-fire is declared. In the shadows of it all, the BD Project conducts unethical research on human brains...

The Story Connections, Front Mission 2 Edition

Entries: Front Mission 2

A: Whereas the connections to Front Mission were transparent and played out parallel to its story, Front Mission 2’s connections are more indirect and foreshadow the things to come!

K: Front Mission 2 has, in my opinion, the strongest story in the series. And the intense base defense mission in this section of Front Mission 5 is a fitting tribute to an epic game!

T: Oh, did you that another 1/3 of Front Mission 5’s story revolves around the mysteries of Front Mission 2?



The O.C.U. generally neglects their poorer states, thinking they won't revolt. However, they're shocked when states like Alordesh and Cambodia do revolt and even overwhelm their forces.



Of course, the poorer states couldn't have gained independence without the Grimmir's help. That help comes at a price – letting them develop weapons such as the FENRIR in secrecy.

The Story Connections, Front Mission 3 Edition

Entries: Front Mission 3

A: The neat thing about the connections from Front Mission 3 isn't the fact you learn the truth behind the M.I.D.A.S., but rather you'll see what happens before and after the opening movie!

K: I was quite surprised by Emma's change of character in Front Mission 5. In Front Mission 3 she's quite reserved, but in Front Mission 5 she's a sexy and flirtatious scientist! Perhaps the M.I.D.A.S. Incident gave her a sudden personality reprogramming!

T: Front Mission 3's mysteries only account for like 10% of Front Mission 5's story, but it has the honor of being the final story arc!



The heroes think they've got the villain figured out, only to be blindsided when their true plan is revealed. And it's a simple plan – blow up M.I.D.A.S. (original and miniaturized versions)!



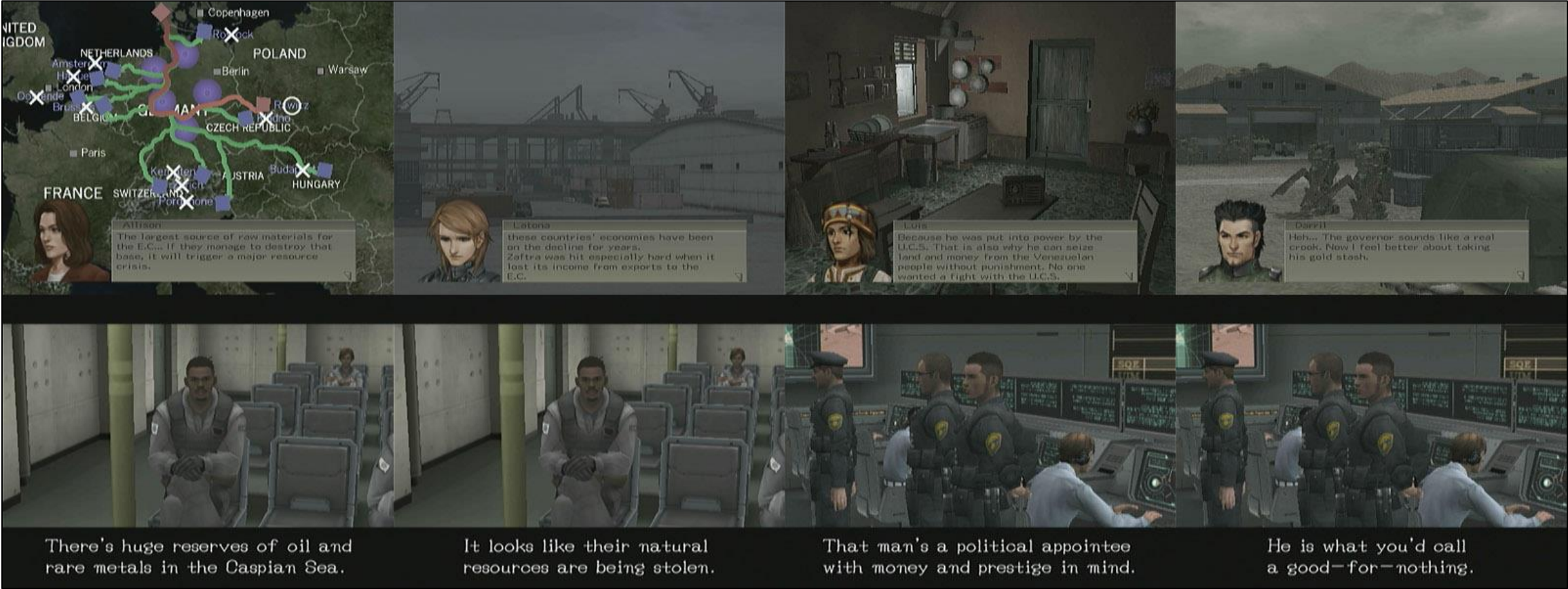
The heroes barely manage to escape the explosion and avoid being vaporized. With the original M.I.D.A.S., they do have to thank a certain Kramskoi for reducing its power to a minimum...

The Story Connections, Front Mission 4 Edition

Entries: Front Mission 4

A: Front Mission 4 was designed as a conclusion to some stories in Front Mission, so it didn't have many loose ends to tie up by the time of Front Mission 5.

T: Due to the fact that Front Mission 5 gives attention to other titles based on quality and popularity, it's no surprise Front Mission 4 gets the scraps...



The E.C. and the Republic of Zaftra have a complex history around the imports and exports of natural resources. In South America, U.S.N.-appointed officials end up being greedy crooks.