

A Tribute to Front Mission – Miscellaneous Edition

By Front Mission: Series Translation Team

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

Graphics Remade!



A: While the graphics could have made the jump to 3D from Front Mission to Front Mission 1st, I like how they revamped the 2D pictures. The time and weather effects are a nice add as well!

K: The 2D sprite graphics have withstood the test of time a lot better than the first generation 3D visuals from Front Mission 2 and Front Mission 3.

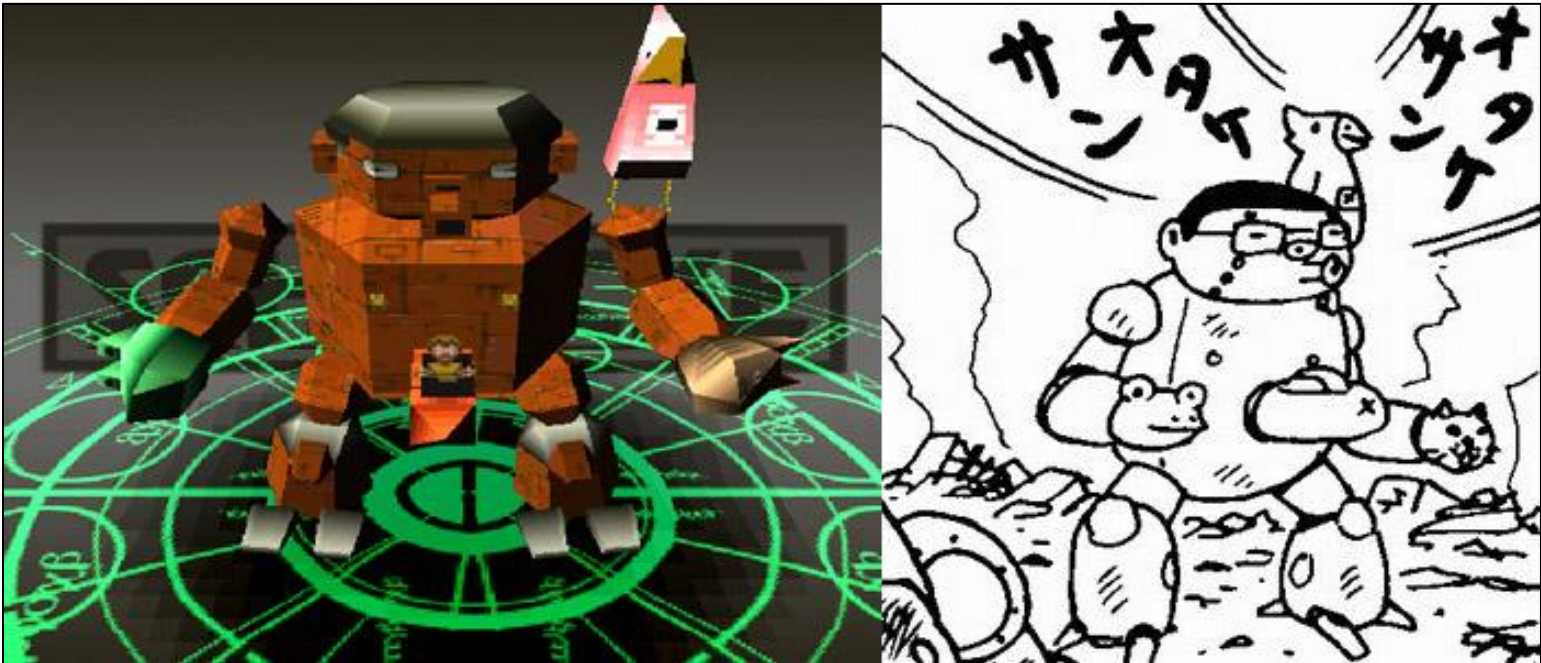
W: This is one of the few things that Square Enix does right when doing remakes.



A: Even though Front Mission Online was never playable outside of Japan (unless you were lucky enough to try out the English alpha test), I thought these graphical updates were worth sharing!

T: Ever wondered why the Morgan Fortress cannons weren't designed to hit wanzer-sized targets? Or how dangerous a railroad gun could be? Well, now you can see the answers for yourself...

Spot that Cameo!



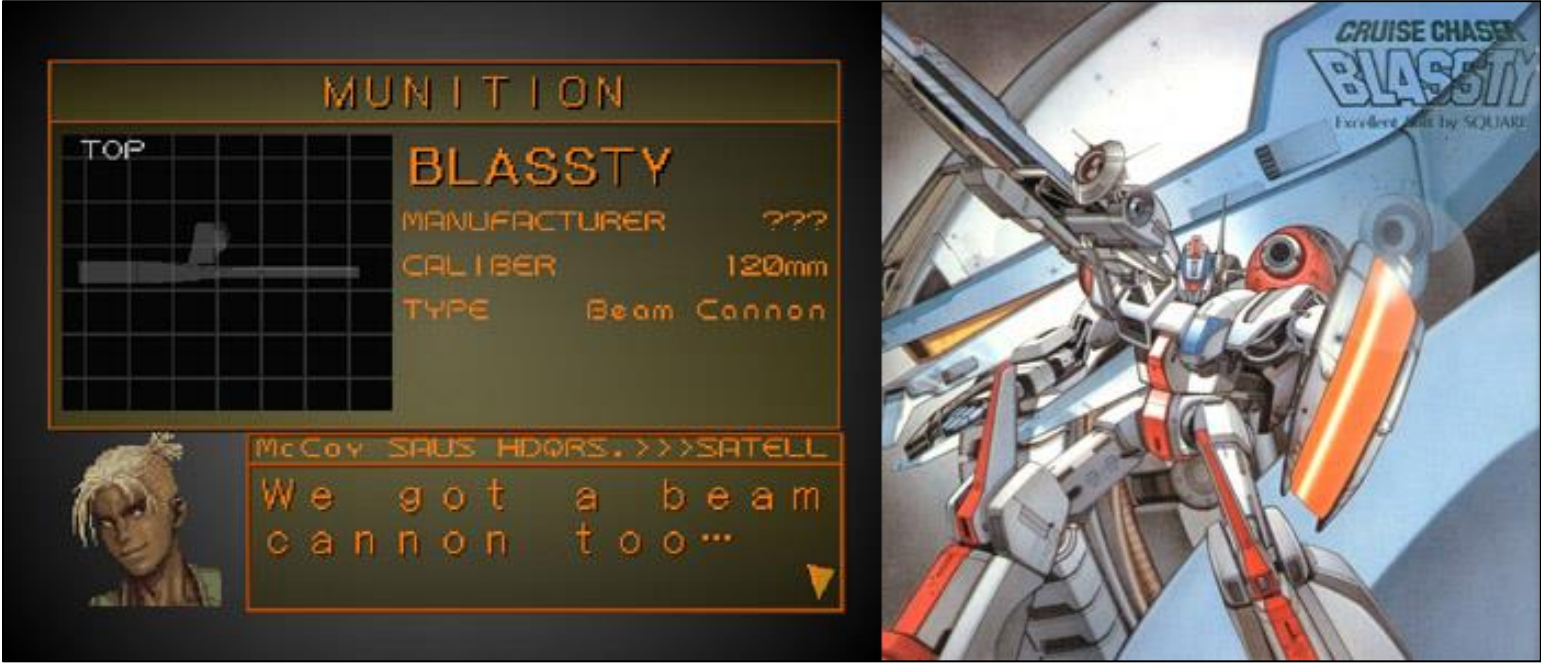
A: A very obscure cameo, this one is a shout-out to a hilarious-looking mecha from a one-shot comic created by Yoshida Sensha.



A: The irony of this scene is that the tank’s pilot wears glasses, but he can’t even see a 15-foot robot or a yellow chicken-bird...

K: WARRRRKKKKKK!

W: Dude, did you NOT see the Chocobo right behind you!?



A: I never did get a chance to play Cruise Chaser Blassty...but I never really heard of it either...

W: You’ll always find English parsed names from obscure Square video games!



A: Alisa is Margie for sure, but who's the other character?

K: Alisa seems like she'd be a better fit for a Shion cosplay, but hey, Xenosaga wasn't even created yet!

W: Even a century later, Xenogears will not be forgotten!



A: Honestly, I thought the words "Final Fantasy" was tacked on to this movie.

K: The movie that sunk SquareSoft. I remember visiting the Hawaii office where it was being made as a kid.

W: You call this a Final Fantasy movie!? More like The Spirits Fail!



A: This was one of the neat cameos we found while translating Front Mission 5!

K: Aerith also shows up in Final Fantasy Tactics too!

W: The Final Fantasy VII revival rumors continue to persist in the 22nd century!



A: Shameless promotion alert! Now go and play Front Mission 2, damn it!

K: You have to admit, it would make for a pretty good movie!

W: Watch Front Mission? I'd rather play the video game instead!



A: Fun fact – G-Craft was a development studio that Toshiro Tsuchida founded...

T: ...that Square bought out after seeing the awesomeness of Front Mission!



A: FMA – Front Mission Alternative...? FF – Final Fantasy...? SQE – Square Enix...?

T: Stealthy cross-product advertising in-game! But, what does UTM stand for?



W: A flash in the pan of Front Mission in another game that isn't Front Mission!
T: Found this nifty little cameo while playing Dirge of Cerberus: Final Fantasy VII!

There’s a First Time for Everything



A: The first time you’ll have to face only helicopters and fighter jets! Fighter jets!
T: I always wondered why anti-air weapons never made it past Front Mission 2...



A: The first and ONLY time you’ll see FOUR forces battling in an epic free-for-all!
K: A very memorable battle!
W: Too bad there weren’t more missions like this one.



A: The first and ONLY time you’ll be facing only an army of mobile weapons!
W: Just thinking of battling THAT many mobile weapons makes me want to cry.



A: If it wasn't for the fact humans can evade attacks, this would be a massacre.
T: I loved this mission for the fact the enemy pilots start OUTSIDE their wanzers!



A: I didn't find most of Front Mission 3's missions to be memorable, but this one has always stood out in my mind.
T: Easily the best mission that actually makes use of the board/eject mechanic. Nothing else comes close to it!



A: I thought this mission was kind of dull. It would have been nice to see a more action-oriented combat system for these fights.
T: The U.S.N. side is largely ho hum, but this human-on-human violence isn't!



K: These were always fun to pick off. Their armor felt like it was made of paper!

T: Wanzer, meet gunboat. Gunboat, meet a hail of lead!

W: At least you won't be annoyed by pesky fighter jets like in Front Mission 2!



A: The first and ONLY time you'll fight in the U.S.N. capital...on Capitol Hill no less!

T: The first time I played this, I thought we were doing battle in the White House!