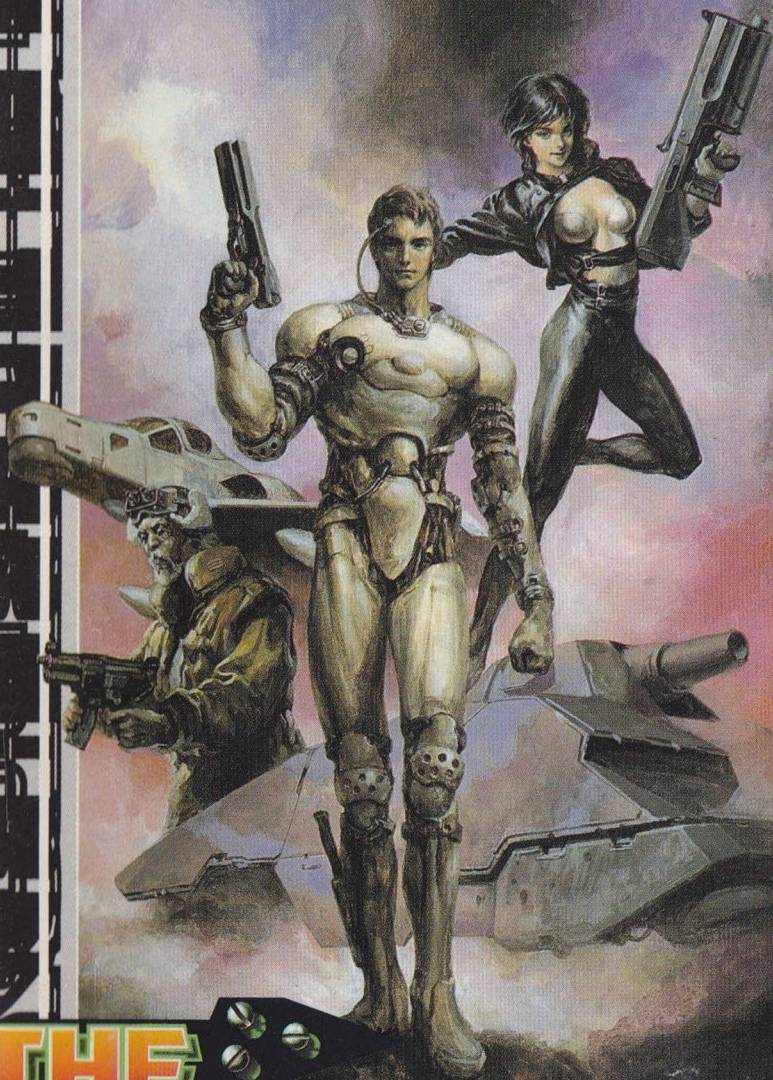


USER'S MANUAL



THE HYBRID FRONT

SEGA

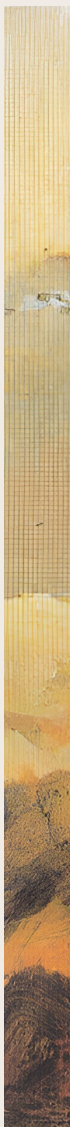
*Thank you for buying «The Hybrid Front» for
Mega Drive.*

*In order to fully enjoy this game, we
recommend reading this instruction booklet
before playing.*

In the 26th Century... the fierce

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THE HYBRIDFRONT

© SEGA 1994

Supervisor: Masahiro Noda / Oniro, Ltd.

Illustrations by Jun Suemi

Mechanical Design by Kunio Aoi

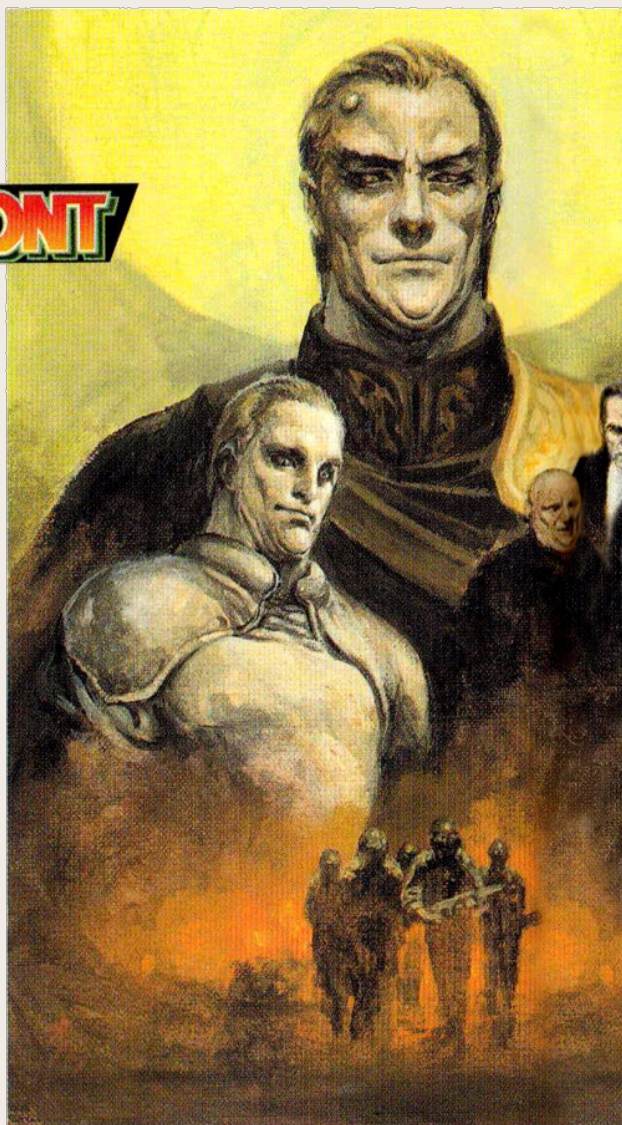
struggle of the «Mules» begins.



THE HYBRID FRONT

STORY

(Background)



From Nations to Corporations

After the 20th century, the economic friction between world nations resulted in a series of local conflicts, triggered by the increasing price of the few remaining crude oil resources; these disputes were named «Oil Wars.»

The heavy use of bacteriological and chemical weapons, tactical nuclear strikes and crude oil spillage caused a level of pollution that had never been seen before. Even nations that opted out of the conflict were afflicted, and the already weakened natural environment was further damaged. With most of their economical



resources exhausted, most countries had to turn to global corporations for support.

As the corporations were now their only providers of funds and resources, most nations began to bestow upon them an increasing amount of special rights, in order to stay on good terms with them. One of them was the «Corporate Self-Defense Act,» which gave them the right to bear arms in order to defend against terrorists; that was the beginning of the «Corporate Police Force.»

New Frontier

The achievements of the corporations were not limited to the economic field. Their advanced research institutes developed a deuterium-based energy system, which would lead to the demise of oil powers, and the construction of orbital station colonies introduced a new frontier for mankind.

Later on, the United Nations were replaced by a new organization, the «Earth Support Union.» For the first time, a unified Earth federation was a real possibility.

However, ESU was unsatisfied with their level of dependency on the corporations, who were now focusing most of their attention on space development. On one hand, ESU wanted more control over the orbital corporations; on the other hand, the corporations demanded increased independence. The rift between them was growing deeper and deeper.

The Birth of CoCoON

In 2243, the orbital corporations present the «Orbital Corporate Independence Bill.» This was the last straw for ESU, and the beginning of years of antagonism between the two sides, which

culminated in the «Orbital War» of 2302 and the «Hammer War» of 2309. These conflicts ended with the overwhelming victory of the orbital corporations.

Consequently, the six major orbital corporations joined into a single alliance, the «COoperations COMMunity of Orbital Negotiation (CoCoON).» They had now the independence they sought.

Meanwhile, the planet suffered incredible damage from the use of massive optical weaponry and meteorite strikes (the so-called Metal Hammer). With the destruction of the largest cities, and the light from the sun barely piercing through the dust-filled atmosphere, this period has been named the «twilight era.»

Restoration of Earth

In 2391 the «Pan Earth Treaty Organization (PETO)» was founded. It was the realization of one of mankind's dreams, the entire world united into a single federation; however, the organization was nothing more than a puppet in the hands of CoCoON.


The restoration process of the planet was slow, and people from all over the world required support that PETO was unable to provide. For this reason, in 2421 the «Local ECoNomy Support System (LEcSuS)» was established, in order to support PETO in the process. LEcSuS's main purpose was to organize the efforts of groups of couriers, the so-called «Mules.» They were outcasts, misfits... Men and women with little to lose, willing to risk their lives to carry goods and supplies for a price.

A New Era

With the efforts of LEcSuS, and most importantly of the Mules, Earth was finally on the path of recovery, though slowly. CoCoON's only reaction was to further exploit the planet's economy, while expanding towards Mars. However, humanity's unending desires often leave major scars behind...

And so, a new era began. In 2519, ruins of an ancient alien civilization were discovered on Mars. The six major corporations that composed CoCoON fought over their ownership: this violent conflict was later named the «Big War.» At the end of the fighting, CoCoON managed to prevent their organization from dissolving, but the cost of human lives and material resources was enormous: they had lost the overwhelming advantage they had over Earth.





And now... Present time, Earth.
A major supply transport corridor
cuts through the Taklamakan Desert,
the "Silk Road Highway."

This is where the story begins. 東



CONTROLS

First of all, let us take a look at the controls.

Function of the control pad's buttons

After attaching your control pad to the console's control port 1, please refer to the following instructions. The commands are the same whether you use a 6-button or 3-button control pad.

Button «C» is the core of the game

C is the button you will use the most in this game. Once you fully grasp all of its uses, you will be able to move through the game smoothly.



D-Pad

(Moving the cursor)

This will allow you to choose between modes and select your command. On the battlefield, this will also allow you to move the cursor.



Start button

(Start the game)

Used to start playing the game. On the battlefield, it will open the Phase End command.





Press once to display the map.



Press twice to display commands.

«A» Button

(Open commands)

Inside the «Index», it will go back one screen. On the battlefield, press it once to display the full map; press it again to display the six auxiliary commands of the «A Commands» menu (refer to P.24).



(X, Y, Z)
(unused)

«B» Button (Cancel)



Its main function is to cancel commands. On the battlefield, pressing it will inform you of any units yet to act (refer to P.26).

«C» Button

(Commands)

Used to confirm commands, destinations and targets. Pressing it over a unit will open its specific commands (refer to P.27).





STARTING AND QUITTING

In this section we will explain how to start and quit the game.

Starting the game

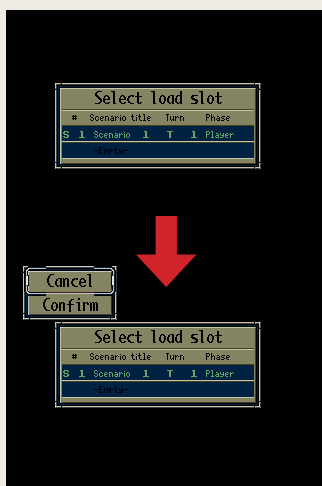
Once you see the title screen, press Start to open the menu. The available options are as follows.



LOAD GAME

Continue from
a previous save

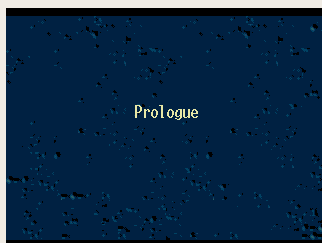
This option will be displayed as long as there is a saved game available. Press Up and Down on the D-Pad to choose between two save files, then press C to confirm. This will bring you to the last time you saved during the game. You can save and load from the «A Commands» menu (refer to P.24).



START NEW GAME

Start from the beginning

This will allow you to start a new game from the very beginning. Once selected, you will see the prologue, followed by Scenario 1. Please refer to P.12 for more details.



INDEX

Reference the two indexes

This will allow you to read through the Character Index and the Historical Calendar. Use the D-Pad to make your choice and press C to confirm.

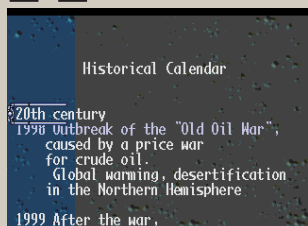


C H A R A C T E R I N D E X



The Character Index contains biographies of the the characters that will join you during the story. Their portraits and names will be obscured until they are officially introduced in-game. Press Left and Right on the D-Pad to change character, and press C to read the next page (press A to go back to the previous page). Pressing B once will return to the Index screen, and pressing it again will return to the Title screen.

H I S T O R Y I N D E X



This is the Historical Calendar of the game. Press Up and Down on the D-Pad to scroll; hold A to scroll at a faster rate. By highlighting the keywords (colored blue) with the cursor and pressing C you will be able to read further details on the related event (press C to go to the next page, A to go back one page and B to return to the calendar). Press B to return to the Index screen.



Quitting the game

Once you are ready to stop playing, save the game in order to keep your progress, then turn off the console (refer to P.24).

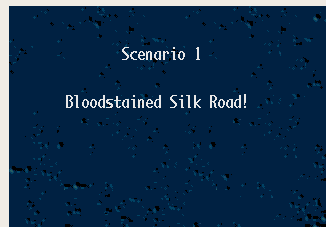


SCENARIO FLOW

In this game, you must progress through each scenario individually. In this section we will outline the general flow of a scenario.

Scenario Flow Explanation

We will use Scenario 1 as an example. Once you have understood the basics, please refer to P.14 for more detailed informations.



1 Scenario Opening

The first thing you will see is the title of the scenario, followed by its opening. This is how you will learn most of the plot of the game.

Under the glaring sun, a single road pierced the desert... It was the supply transport corridor linking Europe to Asia: the Silk Road Highway. Clouds of sand lifted up, as a group of men...

"Sarira! Stop playing with that 'toy' and take over the wheel!"

In the back of the vehicle there was a dark-haired woman... She seemed to enjoy herself as she inspected some soot-



2 Strategy Preparations

This is where you can check your available vehicles/equipment and characters, and prepare them for battle (refer to P.14).



3 Conditions

This is where the victory and defeat conditions of the scenario will be displayed, as well as the time limit (refer to P.18). You can also confirm the conditions by selecting the «Objectives» entry on the «A Commands» menu (refer to P.26).

Victory: At least 3 units escape south (Y=36); OR defeat enemy commander Carson; OR defeat every enemy but commander.

Defeat: Sarira Team annihilated.

Time limit: 15 turns.

4 Initial Allied Forces

This will inform you of the presence of any allied forces present from the beginning of the scenario. Please note that in some scenarios allied forces may arrive at a later moment, and will not be displayed in this part (refer to P.18).

Initial allied forces

Y=1 Sarira's allies

PUSH START BUTTON

5 Unit Deployment

This is where you position the units you have prepared. We recommend checking the map first and then placing your units with care (refer to P.18).



6 Progressing turns

In simple terms, the player and the enemy will move their units in order, beginning with the player phase, followed by the enemy phase (refer to P.20).

Player Phase



Enemy Phase



Victory

If the victory conditions are achieved, you will move on to the next Scenario (refer to P.21).

7

Sarira's team, now joined by Gennojo and Peter, left the area after some quick repairs and first aid. As the sun was setting, they kept moving at full speed. Sarira sat on the passenger's seat, silent.

Scenario Ending

If you win, the story will continue.

8

Scenario 2

Mysterious Shadow
Approaching the
Post Station

Next Scenario

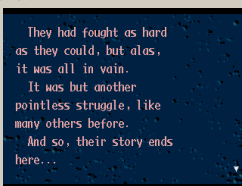
Scenario 2
will
begin.

Defeat

If all of your units are defeated, or you cannot achieve the victory conditions within the time limit, you will get a game over.

Game Over

If you lose, the
game is over.

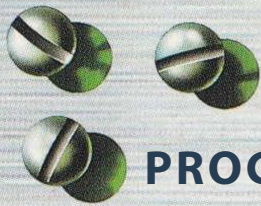


Title Screen

You will return
to the Title
Screen.



©2005 TRANSLATION 2005 MEGALOGUE
DESIGN: KUNIO ICHIMOTO, KUNIO ICHIMOTO CO.
ORIGINAL SCENARIO: KUNIO ICHIMOTO
ORIGINAL WEAPON ILLUSTRATIONS BY KUNIO HOT



PROGRESSING SCENARIOS

Now that you know the basic flow of a scenario, we will explain each segment in more detail.

Let's do our best to understand the flow of the game

In these pages we will explain the controls of each segment, which can be applied to any scenario of the game. For a more general outline, please refer to P.12.

Affinity between characters and weaponry

The playable characters are not all equal. They each have their own strong and weak points. You should consider their peculiarities and match them with weaponry that suits them the most.

1 Scenario Opening

Press C to move on to the next page, and A to go back to the previous one. Pressing Start will skip directly to the Strategy Preparations screen.

Under the glaring sun, a single road pierced the desert... It was the supply transport corridor linking Europe to Asia: the Silk Road Highway. Clouds of sand lifted up, as a group of armed

2 Strategy Preparations

This is where you prepare your Units by matching your characters with a vehicle (or equipment). Use the D-Pad to select from the four commands and press C to confirm.

Under the glaring sun, a single road pierced the desert... It was the supply transport corridor linking Europe to Asia: the Silk Road Highway. Clouds of sand lifted up, as a group of armed

Boarding

Match weaponry and characters

First, press Up and Down on the D-Pad to select a vehicle (or equipment), and press C to confirm. Pressing Left and Right at this point will switch weapon data. Press B to cancel. Next, select the character who will use said vehicle with the same method. Repeat until all Units are prepared.

In the bottom side of the screen, various information is displayed as bars. While selecting a character to match to the weaponry, press Up and Down to check how each character influences the statistics (the part of the bars with a different color), and press Left and Right to switch weapon data. If you are not satisfied with a match, press A to open the Standby list, where you can rescind a Unit.



First choose a vehicle by pressing Up and Down on the D-Pad.



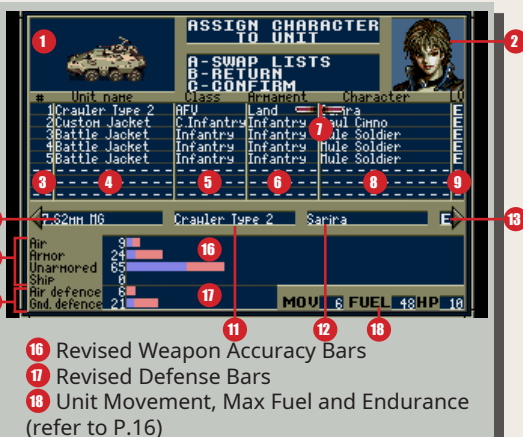
Select the character who will use said vehicle, referencing the bars on the lower side of the screen.



Press A to check the standby list. You can make alterations.

■ View of the Boarding screen

- 1 Unit image
- 2 Character image
- 3 Unit Number
- 4 Unit Name
- 5 Unit Class
- 6 Armament Class
- 7 Cursor
- 8 Character Name
- 9 Character Level
- 10 Currently displayed weapon name
- 11 Currently selected unit name
- 12 Currently selected character name
- 13 Currently selected character level
- 14 Revised Weapon Accuracy (refer to P.16)
- 15 Revised Defense (refer to P.16)



PROGRESSING SCENARIOS

Abilities

Displays the Abilities screen

Selecting this option will open the screen shown below. To check information regarding a vehicle, press Up and Down on the D-Pad to highlight one, and press C to confirm. To check the abilities of a character, press Right to move the cursor, and then use the same method to select a character.



Vehicle Ability Screen

This screen will display various information about the selected vehicle. This screen can also be accessed during gameplay.



View of the Unit Ability Screen



- 1 Unit Name
- 2 Unit Classification (refer to P.53)
- 3 Unit image
- 4 Amount of tiles the unit can travel. Be aware that a unit cannot move if its six surrounding tiles are occupied by enemies.
- 5 Remaining Fuel. Consumed when moving. Restored by Resupplying.
- 6 Movement Classification (Refer to «Map»)
- 7 Durability. Restored by Repairing. Unit is destroyed when Durability falls to 0.
- 8 Revised Defense from attacks coming from Air (Space)
- 9 Revised Defense from attacks coming from Ground
- 10 Amount of loadable units, per type (refer to P.53). In order, Aircrafts, Light Vehicles, Heavy Vehicles, Infantry, Drones
- 11 Equipped Armament Type
- 12 List of Weapons
- 13 Accuracy vs Air (Space) Units
- 14 Accuracy vs Armored Units
- 15 Accuracy vs Unarmored Units
- 16 Accuracy vs Ships
- 17 Attack Range. If 2 or more, attack will be Indirect
- 18 Fire Speed towards target (if attack is Indirect, Accuracy Rate towards target)
- 19 Amount of damage per hit
- 20 Maximum ammunition. Consumed by 1 with each attack. Restored by Resupplying.



Character Ability Screen

This screen will display various information about the selected character. This screen can also be accessed during gameplay.



Automatic Boarding

Automatically matches characters and vehicles

This command will automatically match any remaining vehicles and characters. Once selected, the Standby list will open. If you're not satisfied with the matches, highlight them with the cursor and press C to rescind a Unit.



View of the Character Ability Screen



- 1 Character Name
- 2 Character Class
- 3 Character image
- 4 Current Experience
- 5 Experience Level. Increases once enough Experience has been gathered (from E to A). Increasing the character's level will improve the following abilities.
- 6 Revised Defense from attacks coming from Air (Space)
- 7 Revised Defense from attacks coming from Ground
- 8 Revised Accuracy vs Air (Space)
- 9 Revised Accuracy vs Armored Units
- 10 Revised Accuracy vs Unarmored Units
- 11 Revised Accuracy vs Ships
- 12 Direct Attack Hit Speed Revision
- 13 Indirect Attack Accuracy Rate Revision

Battle Start

Let the fighting begin!

Once the preparations are complete, select this command and press C. Please note that pressing Start at any point during the Strategy Preparations will run the Automatic Boarding and Battle Start commands.

PROGRESSING SCENARIOS

3 Conditions

This screen will display the victory and defeat conditions, as well as the time limit for the scenario you will play. This can also be accessed during the battlefield by pressing A twice and selecting the «Objectives» command (refer to P.26).

Victory: At least 3 units escape south (Y=36); OR defeat enemy commander Carson; OR defeat every enemy but commander.

Defeat: Sarira Team annihilated.

Time limit: 15 turns.

Victory: The conditions you must meet to clear the scenario.

Defeat: The conditions that will cause a game over.

Time limit: The amount of turns within you must clear the scenario.

4 Initial Allied Forces

Press C in the Conditions screen to open the Initial Allied Forces screen. In the example to the right, «Y1» refers to the Yellow Group 1, followed by the name of the group. You can access the alliance chart during the battlefield (refer to P.26). Pressing A on this screen will bring you back to the Conditions screen, and pressing Start will progress to the next step.

.....
Initial allied forces

Y=1 Sarira's allies
.....

PUSH START BUTTON

5 Unit Deployment

This is where you place the Units you have prepared on the map. At first you will see the map; you will be able to place your units on the brighter tiles. If you do not press any button for a while, the Unit list will open automatically. From this screen, you will be able to choose your Units and place them on the map. Please refer to the next page for more details.



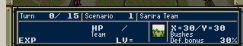
1 Choose a Unit

2
Choose
a position

3 Place the Unit

4 Confirm deployment

#	Unit type	X-Y	HP	Fuel	On board	LQ	State
1	Transfer Tube 2	00-00	10	43			E Idle
2	Transfer Tube 1	00-00	10	52			E Idle
3	Battle Jacket	00-00	10	52			E Idle
4	Transfer Tube 1	00-00	10	52			E Idle
5	Battle Jacket	00-00	10	52			E Idle
6	Transfer Tube 2	00-00	10	43			E Idle
7	Transfer Tube 1	00-00	10	52			E Idle
8	Battle Jacket	00-00	10	52			E Idle
9	Transfer Tube 1	00-00	10	52			E Idle
10	Battle Jacket	00-00	10	52			E Idle
11	Transfer Tube 2	00-00	10	43			E Idle
12	Transfer Tube 1	00-00	10	52			E Idle
13	Battle Jacket	00-00	10	52			E Idle
14	Transfer Tube 1	00-00	10	52			E Idle
15	Battle Jacket	00-00	10	52			E Idle
16	Transfer Tube 2	00-00	10	43			E Idle
17	Transfer Tube 1	00-00	10	52			E Idle
18	Battle Jacket	00-00	10	52			E Idle
19	Transfer Tube 1	00-00	10	52			E Idle
20	Battle Jacket	00-00	10	52			E Idle
21	Transfer Tube 2	00-00	10	43			E Idle
22	Transfer Tube 1	00-00	10	52			E Idle
23	Battle Jacket	00-00	10	52			E Idle
24	Transfer Tube 1	00-00	10	52			E Idle
25	Battle Jacket	00-00	10	52			E Idle
26	Transfer Tube 2	00-00	10	43			E Idle
27	Transfer Tube 1	00-00	10	52			E Idle
28	Battle Jacket	00-00	10	52			E Idle
29	Transfer Tube 1	00-00	10	52			E Idle
30	Battle Jacket	00-00	10	52			E Idle
31	Transfer Tube 2	00-00	10	43			E Idle
32	Transfer Tube 1	00-00	10	52			E Idle
33	Battle Jacket	00-00	10	52			E Idle
34	Transfer Tube 1	00-00	10	52			E Idle
35	Battle Jacket	00-00	10	52			E Idle
36	Transfer Tube 2	00-00	10	43			E Idle
37	Transfer Tube 1	00-00	10	52			E Idle
38	Battle Jacket	00-00	10	52			E Idle
39	Transfer Tube 1	00-00	10	52			E Idle
40	Battle Jacket	00-00	10	52			E Idle
41	Transfer Tube 2	00-00	10	43			E Idle
42	Transfer Tube 1	00-00	10	52			E Idle
43	Battle Jacket	00-00	10	52			E Idle
44	Transfer Tube 1	00-00	10	52			E Idle
45	Battle Jacket	00-00	10	52			E Idle
46	Transfer Tube 2	00-00	10	43			E Idle
47	Transfer Tube 1	00-00	10	52			E Idle
48	Battle Jacket	00-00	10	52			E Idle
49	Transfer Tube 1	00-00	10	52			E Idle
50	Battle Jacket	00-00	10	52			E Idle
51	Transfer Tube 2	00-00	10	43			E Idle
52	Transfer Tube 1	00-00	10	52			E Idle
53	Battle Jacket	00-00	10	52			E Idle
54	Transfer Tube 1	00-00	10	52			E Idle
55	Battle Jacket	00-00	10	52			E Idle
56	Transfer Tube 2	00-00	10	43			E Idle
57	Transfer Tube 1	00-00	10	52			E Idle
58	Battle Jacket	00-00	10	52			E Idle
59	Transfer Tube 1	00-00	10	52			E Idle



Press Start for automatic deployment



19

PROGRESSING SCENARIOS

6 Progressing turns

Units take action between turns. Keep in mind that each scenario has a specific turn limit you must clear it within, so consider carefully every single move. For more details on turns progression, please refer to P.22.



1 Phase & Turn Display

This message will show you whose phase it is, and the current turn number. Generally speaking, a scenario begins with the Player Phase (refer to P.22).

2 Player Phase

This is the part of the game where you can move your Units, attack enemies, etc (refer to P.22).

3 Enemy Phase

Next up is the enemy phase. You will be able to see the enemy's actions, and have access to a portion of the «A Commands» (refer to P.37).

4 Allied/Enemy Reinforcements Phase

If allied or enemy reinforcements are present, their phases will play between the player and enemy phases. Whether allied or enemy reinforcements are present depends on the scenario at hand (refer to P.37).



If you win ← | → If you lose

7 Scenario Ending

Once you achieve the victory conditions, you will clear the scenario and the story will continue. Press C to move to the next page, A to go back to the previous one, and Start to move on to the next scenario.

Sarira's team, now joined by Gennojo and Peter, left the area after some quick repairs and first aid. As the sun was setting, they kept moving at full speed. Sarira sat on the passenger's seat, silent,

Game Over

If you meet the defeat conditions, or fail to clear the scenario within the time limit, you will get a game over. Do note that there are some scenarios where reaching the time limit will not provoke a game over.

They had fought as hard as they could, but alas, it was all in vain. It was but another pointless struggle, like many others before. And so, their story ends here...

8 Next Scenario

After the story segment, the next scenario will begin. As every scenario follows the same rules, you may return to point 1 (P.14).

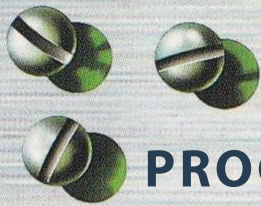
Scenario 2
Mysterious Shadow
Approaching the
Post Station

Back to the Title

Press Start at the Game Over screen to return to the Title Screen. From there, you may start a new game, or continue from your last save.



Whether you win or lose depends on your strategy!!



PROGRESSING TURNS

In this section we will explain in further detail what you see and what you can do during turn progression.

Let's understand the controls and the progression of turns!

Turn progression is the core of the game's flow. Please read this section carefully.



1 Phase & Turn Display

After every Unit has been positioned, the battle will finally begin. First of all, before the turn actually begins, you will see the Phase & Turn Display. The left side shows the current Turn number, and the right side the name of the Phase. The game will move on to the next Phase as stated in this display automatically.



2 Player Phase

During the Player Phase, you will be able to control your Units freely. Please refer to the flowchart on the right for a general overview of this Phase. Please note that from time to time a window may open at the bottom of the screen, with dialogue that will develop the plot of the game.

We will now go into further details regarding the controls.

Player Phase Flow

Select your first Unit

Select an Action

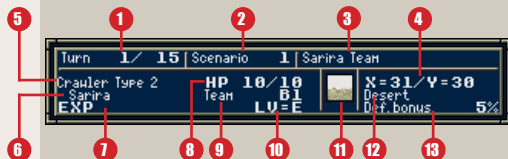
Attack

Battle

Do the same for remaining Units

Player Phase End

■ View of the Standard Window



- 1 Current Turn/Max Turn
- 2 Current Scenario
- 3 Current Phase's name
- 4 Cursor's current coordinates

▼ If the cursor is over a Unit

- 5 Unit (Equipment)'s name
- 6 Pilot (Wielder)'s name
- 7 Current EXP (shown as a bar)
- 8 Current HP/Max HP. Color will change as value goes down.
- 9 Unit's team affiliation
- 10 Pilot's level
- 11 Highlighted terrain
- 12 Terrain's name. If it can be conquered, its current affiliation will be displayed on the right as a code
- (you can check the various group codes from the «Objectives» option in the A Commands menu).
- 13 Terrain's defense revision. Will modify the Unit's defense by the value shown.

Select your first Unit

First, use the D-Pad to move your cursor over the Unit you would like to take action (information about the Unit will be displayed at the bottom of the screen).

We recommend taking a good look at your deployed Units before selecting one, as a mistake this early could have serious repercussions throughout the entire scenario.

Once you have chosen a Unit, press C to confirm, and the Action Commands menu will open in the top-left corner of the screen (refer to P.27 for further details).



About terrain effect

Proper use of terrain is extremely important. Two Units may be the same, but will have completely different defensive rates depending on the terrain they stand on. Make sure to consider terrain effect when moving Units over the map.



PROGRESSING TURNS

Select an Action

Next, select an action for your Unit. In this section, we will explain not only the commands accessible through pressing C, but also through pressing A and B.



Button «A»

Supplementary Commands

➡ Pressing once

When you press A once, a scaled-down version of the map will be displayed on screen. By moving your cursor over a section of this mini-map and pressing C, you will bring the camera to that area of the battlefield.



➡ Pressing twice

While the mini-map is on screen, pressing A one more time will open a window with six commands, which will be explained in the following pages.



Load / Save Save and Load

This will allow you to save or load your data. Once you press C, you will be asked to choose a file. Make your selection by pressing Up or Down on the D-Pad and press C to confirm.

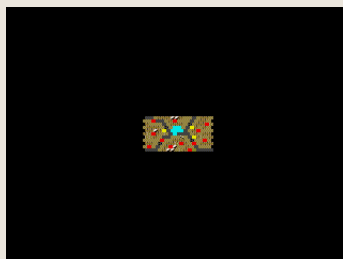




Detailed mini-map

This command will display the entire map in one screen.

The blinking dots represent Units and occupied bases, colored differently depending on their group affiliation.



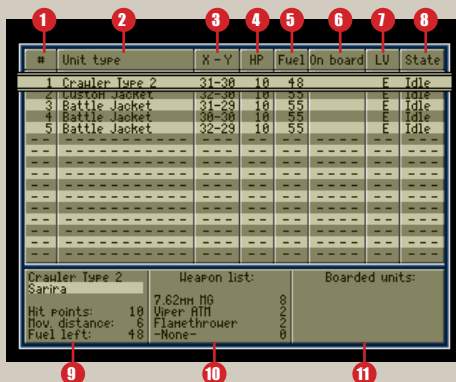
List of the Player Units

This command will display the list of the player Units. Select a Unit with your cursor and press C to bring your cursor over it on the map, and press A to open its information screen. Press Start to change the list's sorting.



View of the Unit List screen

- 1 Unit's number
- 2 Unit's name
- 3 Unit's current coordinates
- 4 Current HP.
Color will change as value goes down.
- 5 Current Fuel.
Color will change as value goes down.
- 6 Amount of Units transported
(shown with «x» marks)
- 7 Pilot (Wielder's) Level
- 8 Unit's status:
 - Acted - Already acted
 - Idle - Yet to act
 - Board - Being transported
 - Out - Retreated
- 9 Highlighted Unit's name, Pilot, current HP, Movement distance, Remaining Fuel
- 10 Highlighted Unit's equipped weapons and ammunition
- 11 Units carried by highlighted Unit

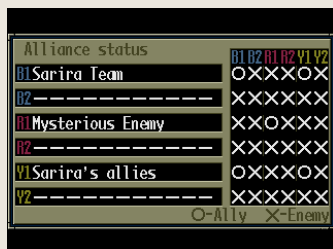


PROGRESSING TURNS

Objectives

Displays conditions and relations

This will display the scenario's conditions. If you press C, the screen will switch to the group relation table, where you can confirm the relationship between the various groups present on the map.



Alliance status	
B1 Sarira Team	OXXXXX
B2 -----	XXXXXX
B1 Mysterious Enemy	XXOXXX
B2 -----	XXXXXX
V1 Sarira's allies	OXXXXX
V2 -----	XXXXXX
O-Ally X-Enemy	

Supply all


Resupplies all eligible Units

This command allows you to resupply all Units who have yet to act and are eligible to receive supplies. If you're planning on resupplying all of your Units, this command will save you some time.

Config

Change settings

This command allows you to change some of the game's settings. Use Up and Down on the D-Pad to select an option and press C to change the setting.



Game options	
Music	On
Battle Speed	Normal
Hex Grid	Off

Sound: Switches the game's music on or off.

Battle Speed: Switches the battle animations between «Normal», «Quick», «Instant»

Hex Grid: Switches the display of hex grid on the map on or off.

Button «B»

Check presence of yet-to-act Units

By pressing B you can confirm whether there are still Units who have yet to act. A window will open at the bottom of the screen (as shown on the right); during this moment, pressing C will bring your cursor over the Unit in question, while pressing B will cancel. If every Unit has acted, a message informing you of this fact will be displayed.



Action Commands

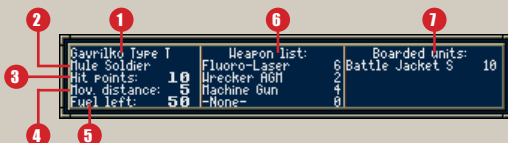
Button «C»



Highlight a Unit that has yet to act with your cursor and press C to open the Action Commands menu, alongside the Unit's information window. Use the D-Pad to select a command and press C to confirm. The list of available commands depends both on the Unit and the situation at hand.

■ View of the Unit Information screen

- 1 Highlighted Unit's name
- 2 Pilot (Wielder)'s name
- 3 Unit's current HP.
Color will change as value goes down.
- 4 Unit's movement points.
- 5 Unit's current Fuel.
Color will change as value goes down.
- 6 Unit's current equipped weapons and their remaining ammunition
- 7 List of Units carried



Move your cursor to get information

By highlighting a Unit with your cursor, including enemies, and pressing C twice, you will open its information screen, and by pressing A you will then switch to the pilot's screen. Press B to return to the previous screen.

→ «C» button → «A» button



PROGRESSING TURNS

Move

Moves your Unit

Select this command in order to move your Unit to a different location on the map. Once this command is confirmed, the rest of the map will turn dark, leaving a brighter area representing your movement range. Move your cursor over your destination and press C to move the Unit. A sub-command menu will open; the options that appear depend on the Unit and the situation. Select an option with Up and Down on the D-Pad and press C to confirm.

The 7 post-movement commands

Cancel

Cancels the Unit's movement.

Confirm

Confirms the Unit's movement.

Info

Opens the Unit's information screen.

Attack

Attack an enemy Unit.

Capture

Gain control of a base.

Board

Board a transport Unit.

Drop

Drop a carried Unit.

How to move



First, highlight a Unit and press C.



Its movement range will be displayed.



Next, highlight a destination.



If you're satisfied, choose «Confirm» and press C.



Your Unit has now moved. Its icon will now display an «E» symbol in its lower-left corner.

Cancel

Cancels the Unit's movement.

This allows you to cancel the Unit's movement. Highlight this command with your cursor and press C.



Confirm

Confirms the Unit's movement.

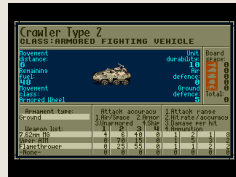
Highlight this command with your cursor and press C to confirm your movement. Once this command is selected, your Unit will have finished its turn.



Info

Opens the Unit's information screen.

This command allows you to open the Unit's information screen. By pressing A you will switch to the character's screen.



Attack

Attack an enemy Unit.

This command will allow you to attack an enemy unit. For more information about battles, please refer to P.31.



Capture

Gain control of a base.

This command allows you to gain control of bases, including those belonging to an enemy faction (as indicated by their color). Only Infantry Units can capture bases. After moving an Infantry Unit over a base, select the «Capture» command and press C to confirm. There are different types of bases, such as military locations, supply depots or stations (refer to P.36). Bases allow you to resupply and change weapon pack, so we recommend capturing as many as possible while progressing your turn.



PROGRESSING TURNS

Board

Board a transport Unit.



This allows your Unit to board one capable of transportation. If a Unit is lighted up within your Unit's movement range, it means it's capable of transportation. Simply highlight that unit as your destination and press C to confirm. «Board» will be one of your available commands. Select it and press C again to place your current Unit inside. Please note that this action will end the turn of both Units involved.

The Unit's information screen displays the types of Units that it can transport, as well as their maximum amount (refer to P.52).

Drop

Drop a carried Unit.



This allows you to drop a Unit currently carried. After moving, select the «Drop» command and press C; next, select the Unit you wish to drop with the D-Pad and press C again; finally, select where to drop the Unit, and press C. Note that this will end the turn for both Units involved. On battlefields set on Earth, Units can only board and be dropped off the Madam Louise and the Simurgh when they are placed over an «Airport». On battlefields set in Space, Units can board, be dropped off and deploy from a space mothership (such as the Scarab) from any terrain.

Deploy

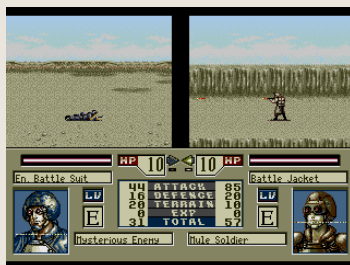
Deploys a carried Unit

This allows you to deploy a Unit currently carried AND let it act during the same turn. Select a Unit you wish to deploy and press C to confirm. You will then be able to select an action for the deployed Unit.

Attack

Attack an enemy Unit

This command will allow you to attack an enemy Unit. There are two main forms of attacks: direct, when you target an adjacent enemy Unit, and indirect, when you target an enemy at least 2 tiles away. We will now explain the flow of the «Attack» command.



1 Select the «Attack» command

If you have decided to go for a direct attack, first move your Unit close to your target, then select the «Attack» command. In the case of an indirect attack, if your target is within range, simply select the «Attack» from your position.



2 Select a weapon

Select your desired weapon from the list using the D-Pad and press C to confirm. If the range of the weapon you have selected has no targets in range, an error message will be displayed on screen.



■ View of the Weapon Select window

1 Information of highlighted Unit
(refer to P.27)

2 Names of equipped weapons

3 Remaining ammunition

4 Range of weapons

5 Hit speed for direct attacks

Accuracy rate for indirect attacks

6 Attack count for Anti-Air

7 Attack count for Anti-Ground

Crawler Type 2	Weapon list:	RNG	HIT	A	G
Sarina	7.62mm MG	2	1	2H	6
Hit points: 10	Viper Rifle	2	1	5H	0
How distance: 8	Flamethrower	0	0	1H	0
Fuel left: 42	None	0	0	0H	0

1

2

3

4

5

6

7

PROGRESSING TURNS

3 Selecting a target

Move your cursor over the enemy you wish to attack. At the bottom side of the screen a window will open, displaying your accuracy rate. Once you confirm, the battle will commence. This applies for both direct and indirect attacks, but beware: when you miss a target during an indirect attack, it is possible to hit a nearby Unit by mistake, including one of your allies.



Direct Attacks

Select an adjacent enemy Unit and confirm.

Indirect Attacks

Select a distant enemy Unit and confirm.

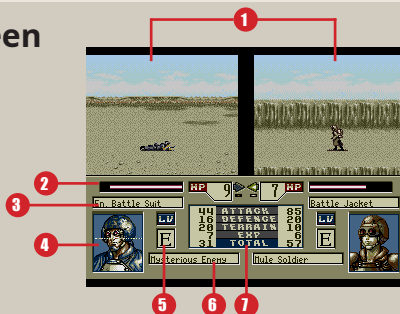
4 Battle animation

Once you have confirmed your attack, the battle will begin, displayed as an animation. At the bottom of the screen a variety of information will be displayed.



View of the Battle Screen

- 1 Animation screen
- 2 HP, displayed both numerically and as a bar.
- 3 Unit names
- 4 Character image
- 5 Characters' levels
- 6 Characters' names
- 7 Information (refer to the following table)



ATTACK	Weapon's basic attack accuracy rate + Character's accuracy revision
DEFENSE	Unit's defense rate + Character's defense revision
TERRAIN	Defense revision provided by the terrain the Unit is currently standing on
EXP	Character's experience points
TOTAL	Total accuracy rate considering amount of times the weapon fires

5 Battle Results

Once the battle is over, you will return to the previous screen. The Unit will gain experience, even more so if the enemy unit has been defeated. If your Unit's HP reaches 0, the Unit will disappear from the map. Note that only the vehicle/equipment has been lost; the character will simply retreat from the battlefield and will be available in the next scenario. Animation speed can be modified from the «Config» option in the A Commands menu: set it to «Off» and animations will be skipped entirely («Quick» will only display battles involving the player Units). In this case, the battle results will be displayed as shown on the right.



About EXP

Your characters will gain experience points when fighting and defeating enemy Units. Once they have gathered enough points they will level up, which will increase the characters' abilities, especially in the case of named characters. However, please note that if a player Unit is defeated, the character will be forced to retreat; due to injury and psychological trauma, all EXP gathered for the current level will reset to zero.



PROGRESSING TURNS

Supply

Resupply Unit from carried materials or bases

This command allows you to restore consumed HP, fuel or ammunition. What will be restored depends on the base or the Supply Unit providing materials (refer to P.36). Resupplying is performed as following.

→ Resupplying from a base

Place a Unit over a captured base and select «Supply». After resupplying, the Unit can perform any other action excluding «Repair».



→ Resupplying from materials

When a Supply Unit is adjacent, select «Supply» to restore fuel and ammunition. The Unit can still act after performing this action.



How to Resupply from Units carrying materials

Flying Motherships	Space Motherships
Types: Madam Louise, Simurgh When placed over an Airport, can restore ammunition and fuel to ground Units; otherwise, will only restore fuel to flying Units. Units carried will be automatically resupplied.	Types: Scarab, Scarab 2, Scarab 3, Container Ship, Winston Can restore ammunition and fuel to ground Units; will only restore fuel to space Units. Units carried will be automatically resupplied.
Support Units	Ground Motherships
Types: Roc When placed over an Airport, can restore ammunition and fuel to ground Units; otherwise, will only restore fuel to flying Units.	Types: Austerlitz, Altamira Can restore ammunition and fuel to ground Units. Units carried will be automatically resupplied.

Capture

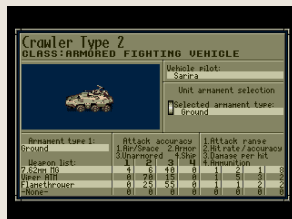
Conquer enemy bases

This command allows you to capture enemy military bases, stations, garages etc. (refer to P.29). Depending on the Scenario, capturing bases may be one of the victory conditions.

Swap

Change weapon pack from bases

When placed over a base, a Unit may equip a different weapon pack if available. After selecting this command, the screen will change as shown on the right. Select a new weapon pack with the D-Pad and press C to confirm.



→ About special weapons

Some weapons have special properties, indicated by certain letters at the end of their names. The following is a list of the letters and the special properties they provide.

- ~S: The weapon can be used for indirect attacks even after moving.
- ~R: The weapon will hit its surrounding 6 tiles (will also hit allies).
- ~T: The weapon will hit everything in a straight line of 3 tiles (will also hit allies).
- ~M: The weapon will hit the target location and its surrounding 6 tiles (will also hit allies).

Other special weapons

EWV:	Provides a fixed evasion rate against Anti-Air guided missiles.
Reactive A:	Provides a fixed evasion rate against live ammunition (excluding certain types of large calibers).
DEW Shield:	Provides a fixed evasion rate against optical weapons (such as lasers).
Decoy:	Provides a fixed evasion rate against Anti-Air guided missiles, live ammunition and optical weapons.
Materials:	Used for resupplying (not a weapon).
Tanks:	Adds a fixed amount of fuel per digit (not a weapon).
Flamethrower/ Microwave:	Ignores target Unit's terrain defensive effects.
Orbital Laser/ Missiles:	Random strikes over the battlefield.
DRV:	Short for «Driver». Shoots down incoming missiles with electromagnetic force.

PROGRESSING TURNS

Repair

Restore HP

This command allows you to restore HP by repairing/performing first-aid. Select it with the D-Pad and press C to confirm. Please note that selecting this command will end the Unit's turn. Every Unit (excluding flying vehicles) can perform this command from anywhere on the battlefield, so we recommend making the best use of it.



Info

Displays the Information Screen

This command will open the Unit's information screen. You can switch to the character's screen by pressing A. To return to the original screen, press B.








About bases

Bases captured by your army provide supplies and allow you to swap weapon packs. The following is a partial list of bases that can be found on Earth maps.

Bases (examples)



	Station	Allows restoration of HP, fuel and ammunition for ground Units.
	Ammo Depot	Allows restoration of fuel and ammunition for ground Units.
	Garage	Allows restoration of HP, fuel and ammunition for ground Units.
	Airport	Allows restoration of HP, fuel and ammunition for flying Units.
	Base	Allows restoration of HP, fuel and ammunition for ground and flying Units.

Do the same for remaining Units

You can now repeat the same process for every other Unit you have deployed. Pressing B will inform you of any Units that have yet to act; if pressing B displays the screen shown on the right, all of your Units have acted, and you can move on to the next step.

End the Player Phase

In order to end your phase, press Start. Select «End Turn» and press C in order to end your phase.



3 Enemy Phase



After ending the Player phase, the «Enemy Phase & Turn Display» will be shown on screen, and the enemy army will start acting. During this part of the game, you will only have access to a portion of the «A Commands» menu. The game will progress automatically, including battles and even story development at times, so we recommend paying attention to this phase.

4 Allied/Enemy Reinforcements Phase



If there are allied or enemy reinforcements present on the battlefield, their phase will be performed after the related army (your allies will act after the Player phase, while enemy reinforcements will act after the enemy phase). Their presence depends on the Scenario at hand. As with the enemy phase, you will only have access to a portion of the «A Commands» menu.

End of a Turn → The Next Turn Begins!



CHARACTERS

There are many unique individuals in «The Hybrid Front.»
We will introduce some of them in these pages.

Many allies to develop

The named characters are stronger than the generic NPCs, and they will grow even stronger as they level up. In the following pages we will introduce some of them. They may be quirky individuals, but we recommend raising them with love and care nonetheless.



The characters will take part in conversations unfolding the game's plot.



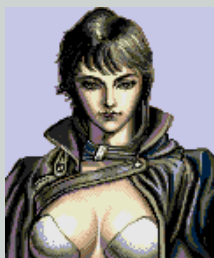
They will level up as they defeat enemy Units.



Sarira

Age: 26

Gender: Female



Leader of the Mules, prefers solo guerrilla warfare.

She is the leader of the Mule team «Noire,» in charge of PETO's South Asian District.

Her preferred tactic is solo guerrilla warfare, wearing a heat-resistant battle jacket.

She believes that PETO is managed by bureaucrats, who only waste time without actually getting anything done; she has a deep hatred for that kind of people, and she won't mince words when it comes to insulting them. While her foul mouth has earned a certain reputation, she is really a quiet woman who would love nothing more than to get her hands dirty tuning up wheeled vehicles.

These poor bastards would be lost without me...



C H A R A C T E R D A T A

CHARACTERS

Paul Cimno

Age: 27

Gender: Male



So it's one of
THOSE days,
huh...?

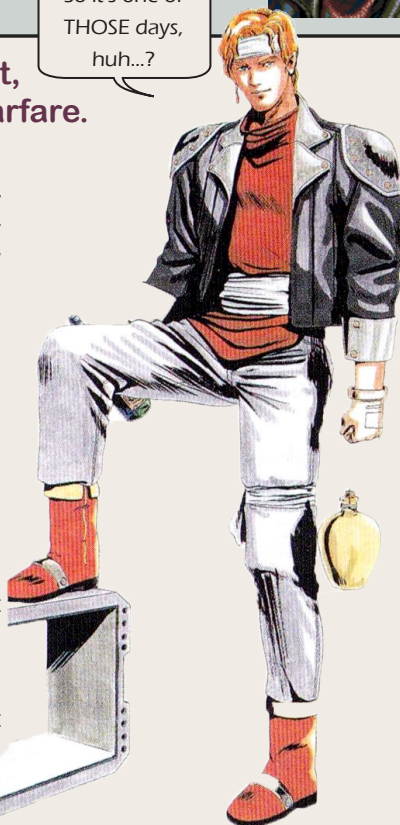
**A good man at heart,
expert in vehicle warfare.**

He was a Mule originally working in the former California district (now below sea level).

Due to some «trivial» (according to him) matter, he has been prohibited from doing business in America for 49 years, therefore moving to Asia. He is specialized in driving hovercrafts and wheeled vehicles.

He tries to be calm and collected in most situations, though he loses his composure more often than not.

He strives to act tough, but he is a good man at heart.



C H A R A C T E R D A T A

Peter Kaine

Age: 28

Gender: Male



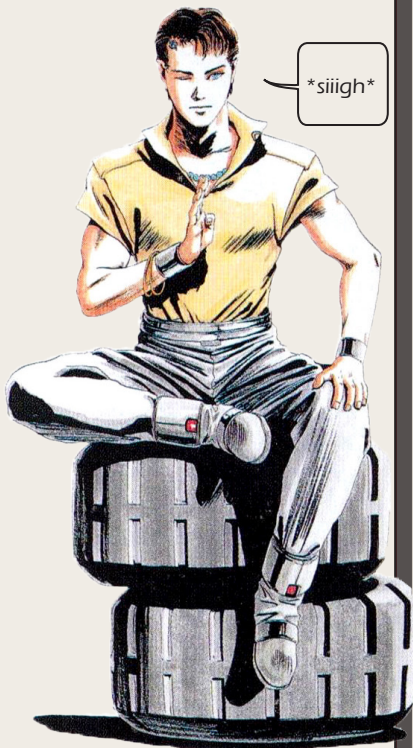
Survivor of Anti-CoCoON's fighter squadron

A man with nerves of steel, and one of the survivors of «Nightshade,» an Anti-CoCoON fighter squadron. He met Gennojo during the Calcutta Riots.

While specialized in piloting fighters, he is proficient in the use of most military weapons.

He used to be a roughneck, flying off the handle at the slightest provocation, but with Gennojo as a negative example he learned to be calmer and to think before acting.

There are no records about his past life in CoCoON's blacklist; there is evidence however that all data may have been intentionally erased.



C H A R A C T E R D A T A

CHARACTERS

Gennojo Saezuki

Age: 56

Gender: Male



An energetic old-timer, expert in the use of armored vehicles.

A former corporate soldier who became a Mule after the death of his son and his daughter-in-law, who were the leaders of the Calcutta Riots.

He is a big-hearted fellow, who excels at one-on-one battles and using armored vehicles.

Not a single day passes in which he doesn't regret choosing loyalty to his employers over his son.

After the Calcutta Riots, he used his connections as a former corporate soldier to shelter many activists.

Together with Peter, he moves from one warzone to the next, attempting to end the dispute at hand

(though he usually ends up stirring up more trouble, much to Peter's chagrin).

That works for me!



C H A R A C T E R D A T A

Simon Koo

Age: 42

Gender: Male



**An old type of soldier,
expert in heavy weaponry.**

A former mercenary instructor who has wandered between multiple small countries opposed to the corporate rule.

While he cannot handle weapons reliant on modern information systems, he is an expert in the use of armored vehicles and heavy weaponry.

Even though the world has evolved, moving on to information wars, he has stuck to the old ways of fighting.

As the life he's led prevented him from having a real family, he has found a surrogate son in Diem.



C H A R A C T E R D A T A

CHARACTERS

Park Sang-eun

Age: 25

Gender: Female



A talented woman capable of great feats accessed by switching modules.

She is an interpreter for LECuSuS; she originally worked for PETO, but she was discharged after a change in their political position.

Her implants allow her to plug various external modules directly into her brain. By switching modules, she is able to display a variety of skills that would otherwise be impossible for normal humans.

Furthermore, the Meta-Chomsky Speech Center implant in her brain allows her to speak and translate a multitude of languages.

Thanks to these abilities, she is able to put to shame any who would dare try to swindle her during a negotiation, never losing her trademark grace.



Yes,
you are
absolutely
right...

C H A R A C T E R D A T A

Ngo Diem

Age: 21

Gender: Male



**A man with a short fuse
who prefers one-one-one
battles;
knowledgeable of special
vehicles.**

He is a young man with a quick temper who once broke into Simon's trailer to find something worth stealing, and somehow ended up joining him as an apprentice Mule.

He prefers one-on-one battles.

Growing up in the slums gave him a cynical view of the world, but he's a sociable man at heart. Due to his criminal record for car theft, he is also skilled with armored vehicles.



C H A R A C T E R D A T A



WEAPONRY

Finally, we will now introduce some of the weaponry available to you in this game.

A large variety of weaponry to pilot (equip)

There are 18 different types of weaponry, each with their own variants. Overall, there are about 200 different combinations. In the following pages we will introduce but a few of them. You can confirm the individual characteristics of your weaponry from their information screen in-game.

Incidentally, the separate «Map» sheet that came with your purchase features a detailed weaponry table.



[Class: Landmaster] Crawler Type 2

Length: 6.4m
Height: 2.5m
Width: 2.4m

Weapons:

- 7.62mm Machine Gun
- «Viper» Anti-Armor ATM
- Flamethrower

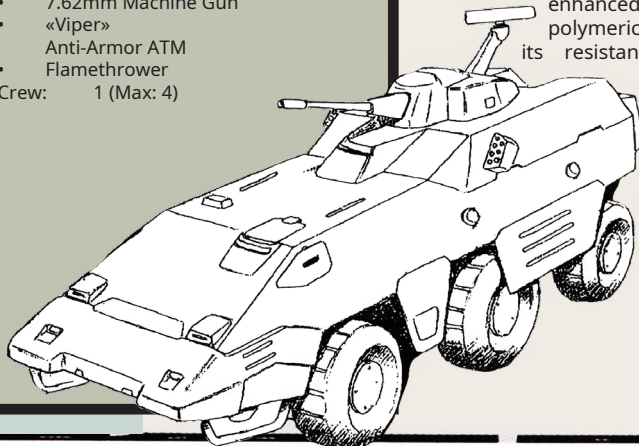
Crew: 1 (Max: 4)

Light-armored truck for irregular terrain

The very successful successor to the original Landmaster model.

The original plastic/ceramic compound was enhanced with an extra net of polymeric material, increasing its resistance manifold: this new modification increased its anti-ballistic resistance by over 60%.

Furthermore, its engine was miniaturized, freeing extra space inside its hull. One of the standard weapons of this new model is the «Viper»-type anti-armor missiles.



Hovering anti-armored vehicles self-destruct pod

After the Orbital Conflict, PETO tried to develop their own take on the Cyber Drones; however, the war efforts left them with little resources to spend on new technologies, and the restrictions imposed by the «Orbital-Earth Security Treaty» rendered them unable to put most of their research into practical use.

Even so, something was born from their work... the Self-Destruct Pod.

It may seem like any other type of guided bomb at first, but it has a major difference: this type of weapon is capable of making tactical decisions on its own, using its on-board AI.

This weapon is usually deployed in multiple numbers to attack a single target, but they could easily be converted into a trap to spring at the right moment.

[Class: Self-Destruct Pod]

Blowhover

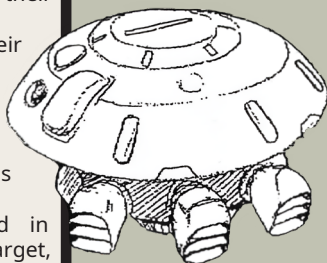
Length: 1.5m

Height: 0.5m

Width: 1.5m

Weapons:

- Anti-Armor Mine



Mobile base capable of support functions due to its repair and resupply devices

After the «Orbital-Earth Security Treaty» of 2405, the few remaining large aircraft were converted to high-speed heavy transports; the «Gryps» was one such aircraft, used by the PETO army as a support unit.

Its main function was to move vehicles and infantry; furthermore, the on-board computers were capable of advanced communications and data-processing functions, thus making it suitable as a mobile headquarters during operations; on the other hand, it's actual transport capacity was deemed below average.

As time passed, the use of the Gryps by the military was reduced, and some of the existing models were provided to certain Mules as a means of transportation. The «Madam Louise» is one such model.

[Class: Support Unit]

Gryps

Length: 81m

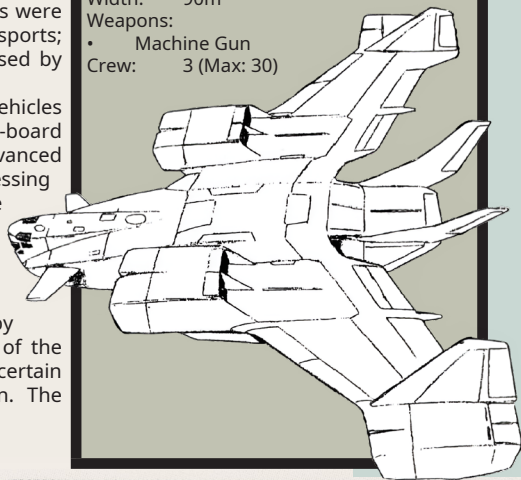
Height: 21m

Width: 90m

Weapons:

- Machine Gun

Crew: 3 (Max: 30)



WEAPONRY

[Class: Panzer]

Kilkenny

Length: 7.9m

Height: 2.3m

Width: 3.5m

Weapons:

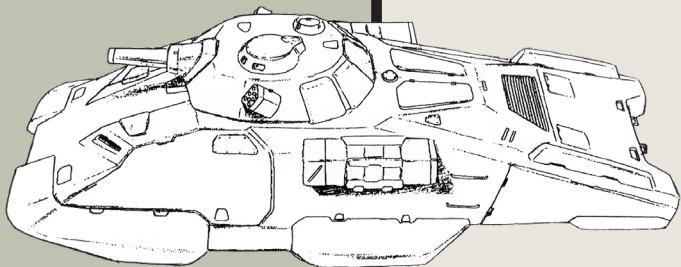
- Laser Turret
- Mounted Laser Gun
- DEW Shield

Crew: 2

A tank designed for optical weaponry warfare

This vehicle makes use of a particle field generator to repel the tank from the ground, allowing it to hover without releasing heat.

The Kilkenny has rapidly become the main tank of CoCoON's army, especially due to its optical weapons.



[Class: Common Vehicle]

Trailer

Length: 14m

Height: 3.5m

Width: 4.2m

Weapons:

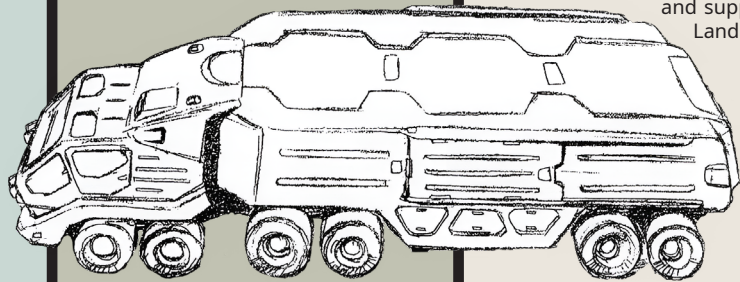
- 7.62mm Machine Gun

Crew: 1 (Max: 4)

Large transport vehicle for irregular terrain

The current «Trailer» is the evolution of the old Transporter and Trailer models. Its suspension system and armor platings have been enhanced to improve its ability to move over uneven terrain; however, its basic structure is not much different from 20th century technology.

The average Mule operation deploys five transport and supply Trailers, with 5~10 Landmasters as escort.

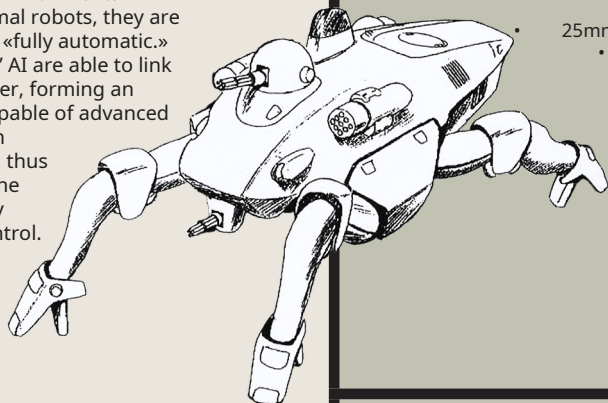


Fully automatic multipurpose Cyber Drone

The autonomous battle machines, also known as «Cyber Drones,» were originally developed to automatize work in outer space and lunar environments.

Unlike normal robots, they are considered «fully automatic.»

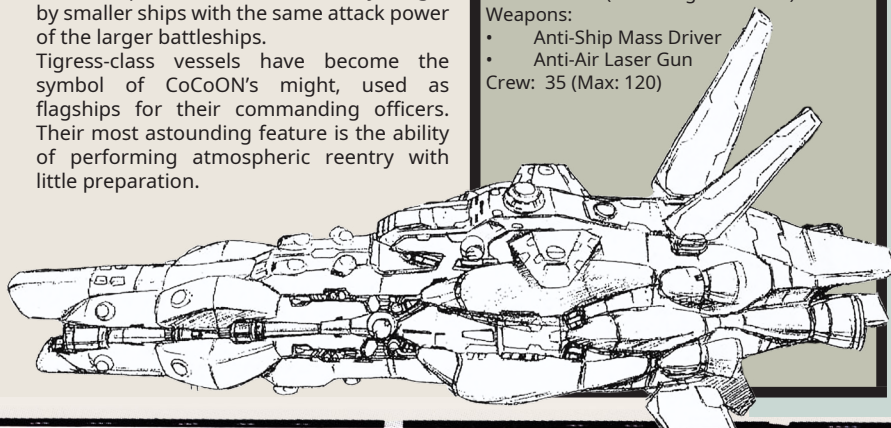
The drones' AI are able to link to each other, forming an network capable of advanced information processing, thus removing the need of any manual control.



Space vessel of astounding performance

It has been questioned for a long time whether battleship-class space vessels were truly needed to fight in outer space. Modern space battles are currently fought by smaller ships with the same attack power of the larger battleships.

Tigress-class vessels have become the symbol of CoCoON's might, used as flagships for their commanding officers. Their most astounding feature is the ability of performing atmospheric reentry with little preparation.



[Class: Autonomous Battle
Machine]

Screamer

Length: 4.2m

Height: 1.5m

Width: 2.5m (excluding arms)

Weapons:

- 25mm Autocannon

- «P-Faust»

- Rockets

[Class: Space Mothership]

Tigress-class Space Combat Vessel

Length: 24m

Height: 47m

Width: 43m (excluding heat sinks)

Weapons:

- Anti-Ship Mass Driver

- Anti-Air Laser Gun

Crew: 35 (Max: 120)



WEAPONRY

[Class: Fighting Armor]

Battle Jacket

**Bulletproof armor
for infantry**

A type of bulletproof suit enhancing its user's mobility and survivability. The armor not only provides protection from enemy fire, but it also comes with a small engine in its backpack and hydraulics in the sleeves, allowing the user to operate heavy weaponry with ease. Hydraulics are also mounted on the legs, thus reducing the user's fatigue when traveling on foot for long periods of time. Only Units wearing Battle Jackets can capture bases.

[Class: Self-propelled
Artillery]

Fertig

**PETO's highly refined
self-propelled artillery**

This is PETO's most used self-propelled artillery. The basic frame is highly customizable; it can be converted into a «Monsoon» by swapping its weapon portion with an anti-air gun, or into an «Airtight Fertig» by installing the proper airtight, outer space-use equipment. This particular model is so versatile that even CoCoON makes use of it.

[Class: Attack Aircraft]

VTOL Slivka

**Training attack aircraft
capable of vertical take
off and landing**

A prototype of the Slivka, an attack aircraft capable of vertical take off and landing (VTOL).

As PETO had a major shortage of air bases, there were high expectations for the versatility of aircrafts capable of VTOL. However, the lack of space for anti-ground weaponry was considered a major flaw, and this particular model was thus only used for training purposes.

[Class: Fighter Aircraft]

Ferenc

**Delta-shaped fighter for
inner space warfare**

A fighter developed by CoCoON for use within the Earth's atmosphere, recently added among PETO's assets.

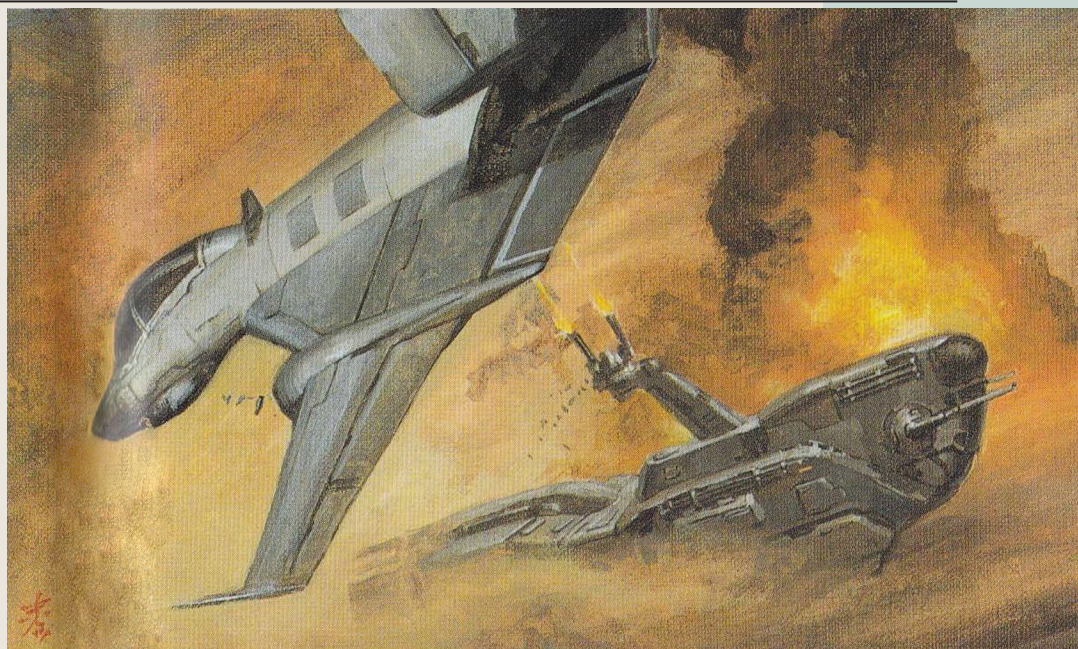
It's delta-shape provides high mobility and long cruising distances. Its fixed mounted weapons include Lark AAMs and a 30mm Autocannon, but it has enough space to fit extra AAMs, electronic countermeasures or additional fuel tanks. It is due to this flexibility that the Ferenc is considered one of the most versatile aircrafts.

The Furiae is one of the earlier developed spaceships focused on warfare against smaller vessels. Even so, due to its high mobility it is still considered one of the most performing models to this day. Its targeting system is capable of locking on targets even while cruising at high speed, allowing the Furiae to fire its missiles without slowing down. Furthermore, anti-ground missiles can be easily installed.

[Class: Space Battleship]

Furiae

**High mobility vessel with
advanced missile system**



The core vessel of a space battle. Little can withstand its middle-range, large-caliber particle beam cannon. Furthermore, it is equipped with anti-ground and anti-ship beam guns, and «Vulture» anti-space missiles for smaller ships. However, it is mostly known for its resistance, comparable to that of a battleship.

[Class: Space Cruiser]

Bazis-class Spaceship

**Highly resistant
space cruiser**



WEAPONRY

Weaponry Type Table

Weaponry can be sorted in four major types, as shown in the following table.



■ Overview of the table

The table lists the basic type of a unit, followed by its supply class, battle class and carry class (you may also refer to the separate «Map» sheet that came with the game).

Weaponry Type

Name of its class

The basic classification of any given unit.

Supply class

Type of the unit for receiving supplies

- **Vessel:** Can be resupplied by units and bases capable of resupplying «ships»
- **Aircraft:** Can be resupplied by units and bases capable of resupplying «flying» vehicles
- **Helicopter:** Can be resupplied by units and bases capable of resupplying «flying» and «wheeled» vehicles
- **Ground:** Can be resupplied by units and bases capable of resupplying «wheeled» vehicles.

Battle class

This classification relates to accuracy rates.

- **Vessel:** Uses the «Anti-Ship» accuracy rate
- **Aircraft:** Uses the «Anti-Air» accuracy rate
- **Armored:** Uses the «Anti-Armor» accuracy rate
- **Unarmored:** Uses the «Anti-Infantry» accuracy rate

※ These can be confirmed from the in-game information screen

Carry class

Type of unit when loaded inside a transport

Inside a vehicle's information screen, you will see symbols on the right side, followed by numbers. These symbols refer to the type of units that the vehicle can carry, as well as their maximum amount.

Aircrafts	Light vehicles	Heavy vehicles	Infantry	Drones

Weaponry Type Table

Weaponry Type	Supply Class	Battle Class	Carry Class	Notes
Space Battleship	Vessel	Vessel	Non-carriable	Blowhopper counts as Unarmed Wheeled
Cruiser	Vessel	Vessel	Non-carriable	
Destroyer	Vessel	Vessel	Non-carriable	
Space Mothership	Vessel	Vessel	Non-carriable	
Space Gunboat	Vessel	Vessel	Non-carriable	
Mothership	Aircraft	Aircraft	Non-carriable	
Support Aircraft	Aircraft	Aircraft	Non-carriable	
Decoy Ship	Aircraft	Aircraft	Non-carriable	
Self-Destruct Pod	Aircraft	Aircraft	Drone	
Attack Aircraft	Aircraft	Aircraft	Aircraft	VTOL Supply Class is Helicopter
Fighter	Aircraft	Aircraft	Aircraft	
Transport Copter	Helicopter	Aircraft	Aircraft	
Battle Copter	Helicopter	Aircraft	Aircraft	
Space Attack Ship	Helicopter	Aircraft	Aircraft	
Space Fighter	Helicopter	Aircraft	Aircraft	
Pillbox	Wheeled	Armored	Non-carriable	«Djinn» Battle and Supply Class is Aircraft; Rail-movement units are non-carriable; «Wheeled Beast» is Unarmed
Tac.Auto Artillery	Wheeled	Armored	Non-carriable	
Panzer	Wheeled	Armored	Heavy Vehicle	
Tank	Wheeled	Armored	Heavy Vehicle	
Armored Vehicle	Wheeled	Armored	Heavy Vehicle	
Anti-Air Tank	Wheeled	Armored	Heavy Vehicle	
Inf. Battle Car	Wheeled	Armored	Light Vehicle	
Battle Machine	Wheeled	Armored	Drone	
Mounted	Wheeled	Unarmed	Non-carriable	«Guardbox» is Armored
AA Auto Artillery	Wheeled	Unarmed	Heavy Vehicle	
Auto Sup. Artillery	Wheeled	Unarmed	Heavy Vehicle	
Transport Vehicle	Wheeled	Unarmed	Light Vehicle	Monopole Gun is Non-carriable
General Vehicle	Wheeled	Unarmed	Light Vehicle	
Supply Car	Vehicle	Unarmed	Light Vehicle	
Battle Infantry	Vehicle	Unarmed	Infantry	
Towed Gun	Vehicle	Unarmed	Infantry	
Infantry	Vehicle	Unarmed	Infantry	

SAFETY WARNINGS

● Be sure the console is turned off!



Before inserting or removing the cartridge, make sure the console is turned off.

● Cartridges are delicate!

Be sure that the cartridge does not suffer a powerful shock. Do not hit, throw or disassemble your cartridge.



● Do not touch the pins!

Touching the pins or allowing water to wet them may cause damage to the cartridge.



● Store the cartridge in a safe location!



When storing the cartridge, make sure it is not a place with extremely hot or cold temperatures.

● Do not use chemicals to clean the cartridge!



When you clean your cartridge, do not use chemicals such as thinner or gasoline.

● When playing the game

Make sure to play the game in a well-lit room, and to keep a good distance from your tv. Also, we recommend resting between 10 and 20 minutes every hour of playtime, and to avoid playing altogether if you are feeling tired or are not getting enough sleep.

● ● ● ● Health concerns ● ● ● ●

There have been reported games of players suffering from convulsions or loss of consciousness after being exposed to powerful light stimuli or flickering, which is something that may be emitted by a television screen. If you have had similar experiences in the past, please consult your physician before playing this game.

Furthermore, if you have experienced these symptoms while playing the game, stop playing immediately and receive medical attention.

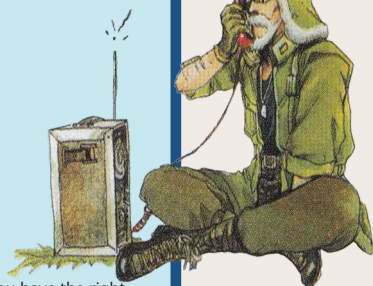
If you are using a Megadrive with a CRT or rear-projection television set, be mindful that prolonged projection of a fixed image may cause a screen burn-in.

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Sendai	022-285-8181
Tokyo	03-3743-8181
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Osaka	06-333-8181
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※ Please confirm you have the right number before calling.



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About repairs



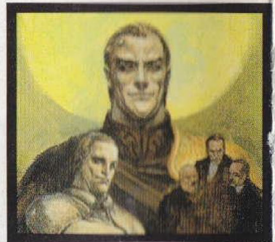
When requesting repairs,
please contact the following office or your nearest Sega branch.

Sakura Office – HE Repair Section
1-3-4 Daisaku, Sakura City, Chiba 285
☎ 043-498-2610 (Direct line)

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THE HYBRID FRONT



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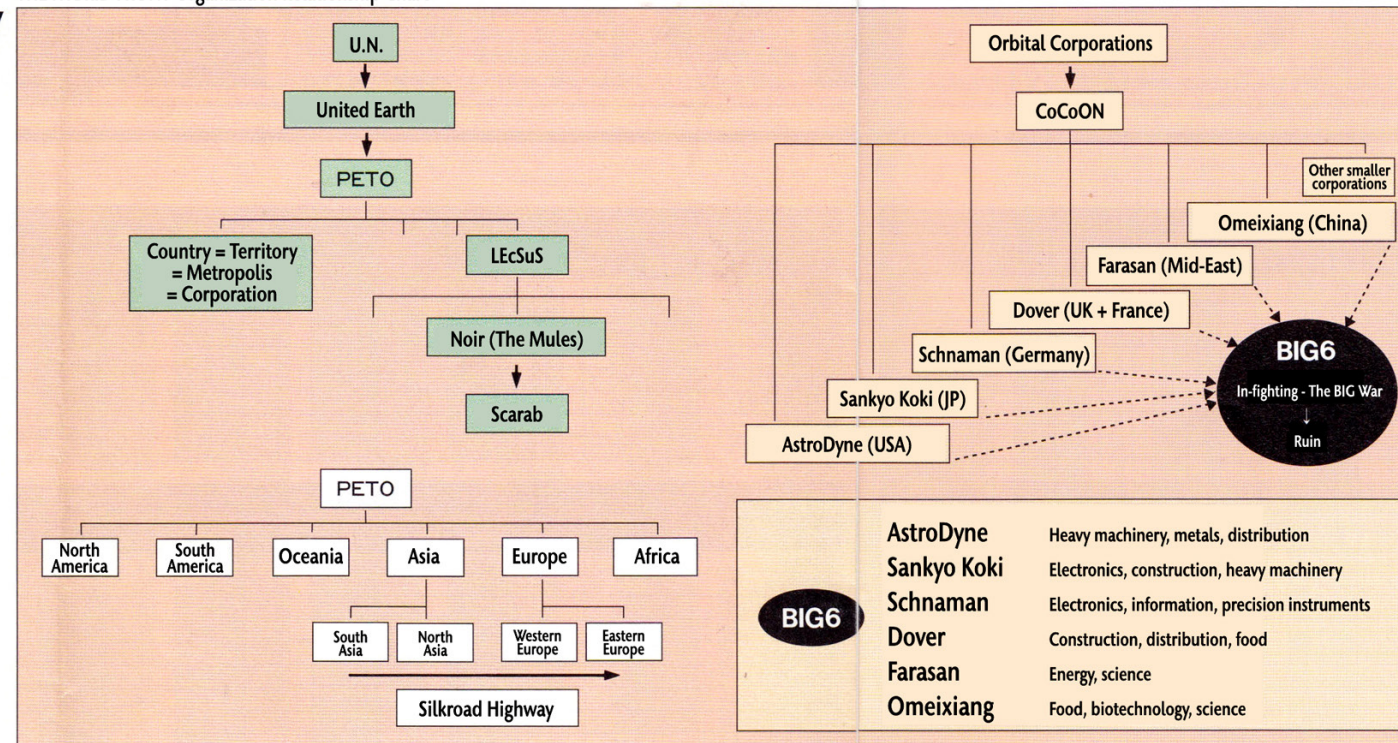
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THE HYBRID FRONT

The world of THE HYBRID FRONT

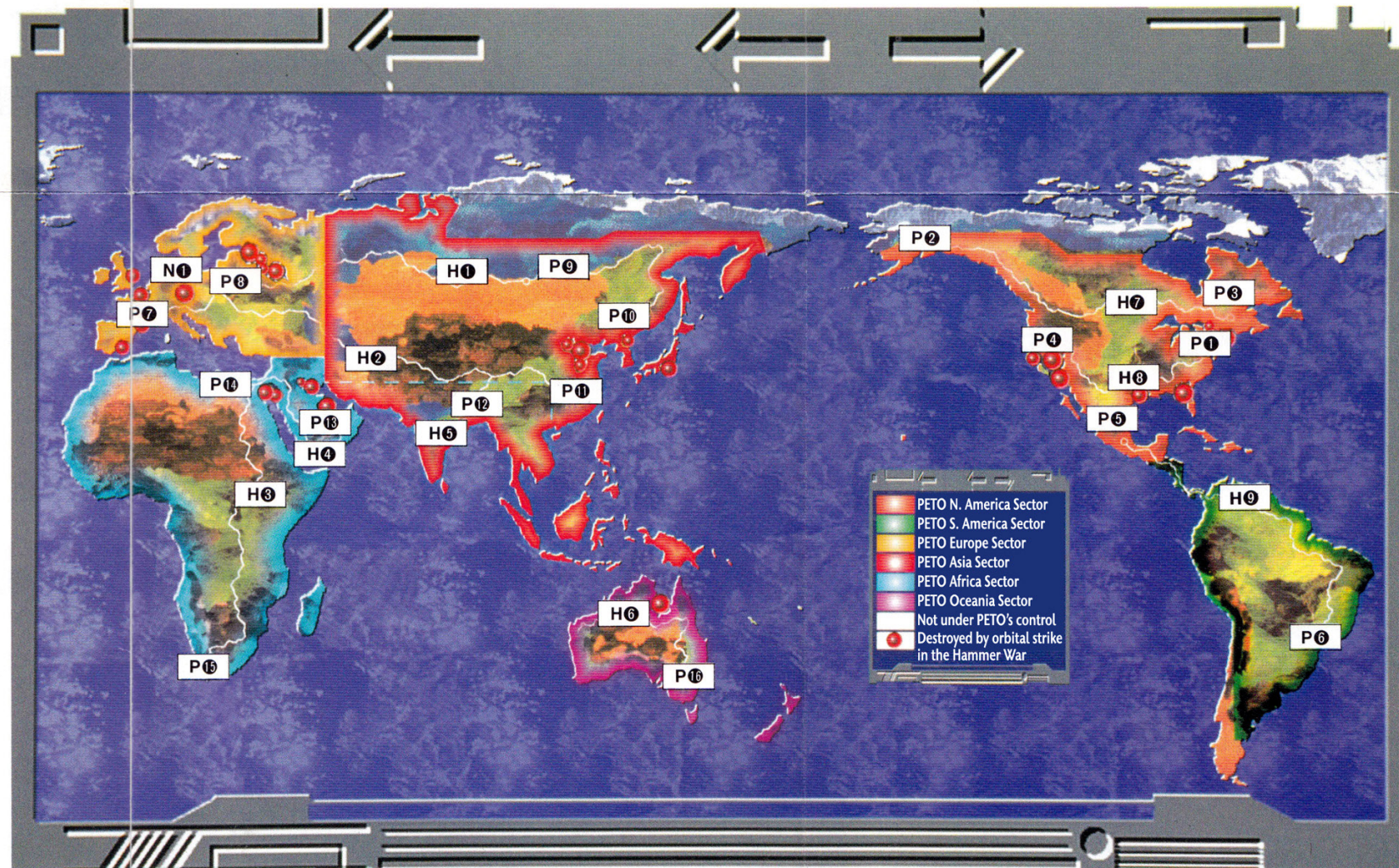
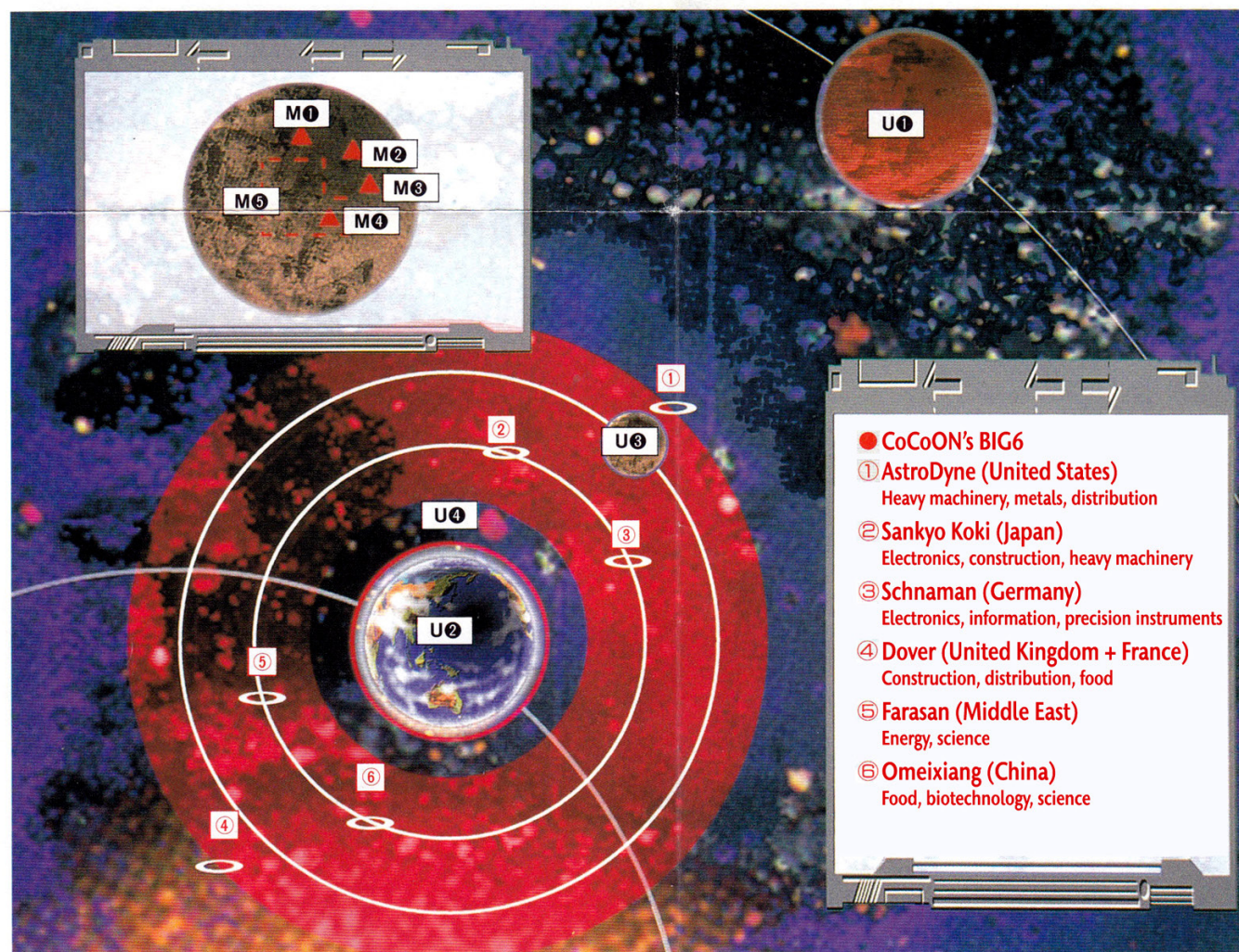
The Hybrid Front takes place in a fictional future, on and around planet Earth. The story takes place in the 26th century, and primarily revolves around three factions fighting for survival: CoCoON, PETO, and the Mules (See the organization relationship chart and corresponding map for each faction). This sheet also provides a brief overview of major events in world history, setting the stage for the game's story. Please familiarize yourself with the world of The Hybrid Front before you start playing, and you're bound to get even more enjoyment out of the game. Also, don't forget that you can read up on world history as well as character profiles in the Index Mode within the game itself.

THE HYBRID FRONT Organization Relationship Chart



History - Brief version

20th Century	24th Century
1988 Old Oil War breaks out Northern hemisphere turns to desert due to global warming	2302 The first Orbital War breaks out 2307 The "Cooperations Community of Orbital Negotiation" (CoCoON) is formed
21st Century	25th Century
2000 Environmental Rehabilitation Conference is held Hydrogen engines are taken into use 2037 New Oil War (N.O.W.) breaks out 2072 Corporate Support Law established in many countries 2083 The United Earth is formed	2309 The second Orbital War, the "Hammer War" breaks out 2310 War continues on Earth 2391 The "Pan-Earth Treaty Organization" (PETO) is formed 2399 United Earth is absorbed into PETO
22nd Century	26th Century
2104 Orbital model station is constructed 2112 The "Corporate Self-Defense Law" is approved 2132 Full transition to Hydrogen energy	2402 CoCoON, PETO jointly declare peace 2406 CoCoON, PETO enter the Orbit-Earth Security Treaty 2421 The "Long-distance Economic Support System" (LECus) launches 2429 CoCoON announces plans to colonize Mars 2482 "The Mules" begin operations
23rd Century	
2242 The UE implements heavy tariffs on Orbital Corporations' exports 2243 The Orbital Corporations propose the "Orbital Corporation Autonomy Law"	2509 Armed conflict breaks out between CoCoON businesses 2512 The Calcutta Riots 2514 A complete ban on weapons from the Mules is enacted 2517 The ban on Mules' weapons is partially lifted 2518 CoCoON begin terraforming Mars 2519 Construction of an Environment Plant begins on Mars Conflicts within CoCoON escalate into "The BIG War" 2523 CoCoON permits a limited restructuring of PETO's army



U0 Mars
Development site owned exclusively by AstroDyne

U1 The Moon
Controlled by CoCoON

The Moon
M0 Energy plant
M1 Military base
M2 Container loading bay
M3 Food supply center
M4 Residential area

H1 Siberian Highway
H2 Silkroad Highway
H3 San Ecuador Highway
H4 Arabian Highway
H5 Indian Highway
H6 Australian Highway

H7 Alaska Highway
H8 Pan-American Highway
H9 Tropical Highway
P1 PETO H.Q.(Washington)
P2 PETO, Alaska Branch

P3 PETO, Canada branch
P4 PETO, North Asia branch
P5 PETO, Mexico branch
P6 PETO, South America branch
P7 PETO, West European branch
P8 PETO, East European branch

P9 PETO, Siberia branch
P10 PETO, Far East branch
P11 PETO, China branch
P12 PETO, South Asia branch
P13 PETO, Middle East branch
P14 PETO, North Africa branch

P15 PETO, South Africa branch
P16 PETO, Oceania branch
N1 Neo Dresden

Terrain Types Overview

Terrain Effect

Terrain effect refers to the defensive bonus a piece of terrain provides, which is applied as a modifier during combat. This information is displayed in the basic window, so be sure to reference it when moving your units.

How to Read the Terrain Effect Table

1 The name of each terrain type.

2 One of the factors calculated during combat. This value influences the weapon's final chance to hit.

3 The amount of movement points required to enter this terrain, shown for each movement type. * means the unit cannot move at all in this terrain.

1	2	3
Terrain	Defence Revised	Air/High Air/Low Wheels/E

EARTH	Defense Bonus	Unit Movement Cost																		
		Air/High	Air/Low	Wheels/E	Treads/E	Hover	H. Hover	HS Drive	LS Drive	Warship	Wheels/S	Treads/S	Treads/L	Mech	Trailer	Rail	Fixed	Infantry	S. Infantry	
Desert	5	1	1	2	1	1	1	×	×	×	×	×	1	2	1	×	1	2	1	
Road	0	1	1	1	1	1	1	×	×	×	×	×	1	1	1	×	×	1	1	
Plain	5	1	1	2	1	1	1	×	×	×	×	×	1	2	1	×	1	1	1	
Slope	10	1	1	×	3	3	2	×	×	×	×	×	×	3	1	×	×	2	2	
Mountain	50	1	2	×	×	×	×	×	×	×	×	×	×	×	×	×	×	3	2	
Sea/River	0	1	1	×	×	×	×	×	×	×	×	×	×	×	×	×	×	×	×	
Shallow brook	5	1	1	×	×	×	3	×	×	×	×	×	×	4	×	×	×	2	2	
Trench	45	1	1	2	2	2	2	×	×	×	×	×	×	2	1	×	1	2	2	
Crater	10	1	1	3	2	1	1	×	×	×	×	×	×	2	1	×	1	2	2	
Wasteland	20	1	1	3	2	1	2	×	×	×	×	×	×	2	1	×	1	2	1	
Cracks	0	1	1	×	×	×	2	×	×	×	×	×	×	×	×	×	×	×	×	
Collapsed road	5	1	1	2	2	2	2	×	×	×	×	×	1	2	1	×	×	2	1	
Bush	30	1	2	3	2	3	2	×	×	×	×	×	×	2	1	×	1	2	1	
Swamp	0	1	1	3	2	2	2	×	×	×	×	×	×	2	1	×	×	2	2	
Collapsed building	45	1	1	3	2	2	2	×	×	×	×	×	×	2	1	×	×	2	2	
Building	40	1	1	1	1	1	1	×	×	×	×	×	×	1	1	×	×	1	1	
Airport	10	1	1	1	1	1	1	×	×	×	×	×	1	1	1	×	1	1	1	
Base	50	1	1	1	1	1	1	×	×	×	×	×	1	1	1	×	1	1	1	
Station	20	1	1	1	1	1	1	×	×	×	×	×	1	1	1	×	1	1	1	
Bridge	0	1	1	1	1	1	1	×	×	×	×	×	×	1	1	×	×	1	1	

CITY		Defense Bonus	Unit Movement Cost																	
			Air/High	Air/Low	Wheels/E	Treads/E	Hover	H. Hover	HS Drive	LS Drive	Warship	Wheels/S	Treads/S	Treads/L	Mech	Trailer	Rail	Fixed	Infantry	S. Infantry
Plains		0	1	1	1	1	1	1	×	×	×	×	×	×	1	1	×	1	1	1
Desert		5	1	1	2	1	1	1	×	×	×	×	×	1	2	1	×	1	2	1
Road		0	1	1	1	1	1	1	×	×	×	×	×	×	1	1	×	×	1	1
Collapsed Roads		5	1	1	3	2	2	2	×	×	×	×	×	×	1	1	×	×	2	1
Building	ビルディング	45	1	2	×	×	×	×	×	×	×	×	×	×	×	×	×	1	2	1
Base		40	1	1	1	1	1	1	×	×	×	×	×	×	1	1	×	1	1	1
Helipoint		10	1	1	1	1	1	1	×	×	×	×	×	×	1	1	×	1	1	1
Warehouse		20	1	1	1	1	1	1	×	×	×	×	×	×	1	1	×	1	1	1
Outer Wall		30	1	2	×	×	×	×	×	×	×	×	×	×	3	×	×	×	2	2
Gate		40	1	2	2	1	1	2	×	×	×	×	×	×	2	1	×	×	1	1
Collapsed Wall		45	1	1	3	2	2	2	×	×	×	×	×	×	3	1	×	×	2	2
Wasteland		15	1	1	3	2	1	1	×	×	×	×	×	×	2	1	×	1	2	1
Collapsed building		45	1	1	3	2	2	2	×	×	×	×	×	×	2	1	×	1	2	2
Building	タデモノ	30	1	2	2	1	2	×	×	×	×	×	×	×	2	1	×	1	1	1
Pole		15	1	2	3	2	3	2	×	×	×	×	×	×	2	1	×	×	2	1

INSIDE	Defense Bonus	Unit Movement Cost																		
		Air/High	Air/Low	Wheels/E	Treads/E	Hover	H. Hover	HS Drive	LS Drive	Warship	Wheels/S	Treads/S	Treads/L	Mech	Trailer	Rail	Fixed	Infantry	S. Infantry	
Floor	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	×	1	1	1	
Separator Wall	15	2	2	×	×	×	×	1	2	2	×	×	×	×	×	×	×	×	×	
Door	0	×	2	×	×	×	×	2	2	2	×	×	×	×	×	×	×	×	×	
Rail	5	×	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
Ground	5	×	1	2	1	1	1	1	1	1	2	1	1	1	1	×	1	1	1	
Supply Garage	40	×	1	1	1	1	1	1	1	1	1	1	1	1	1	×	1	1	1	

Helipoint	20	×	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	×	1	1	1
Ammo Depot	35	×	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	×	1	1	1
Plant	30	×	2	×	×	×	×	×	×	2	2	2	2	2	2	2	2	×	×	2	2
Sandbags	30	×	1	×	2	2	2	2	1	1	1	1	1	1	1	1	1	×	1	2	1
Barricade	15	×	1	3	2	2	2	2	1	1	2	3	2	1	1	1	1	×	×	1	1
Drumcan	20	×	1	×	×	×	×	×	×	1	1	1	1	1	1	1	1	×	×	2	1
Container	25	×	1	×	×	×	×	×	×	1	1	1	1	1	1	1	1	×	×	2	1
Buffer stop	30	×	1	×	3	3	2	2	1	1	1	1	1	1	1	1	1	×	×	2	2
Pedestal	10	×	1	×	2	2	2	1	1	1	1	1	1	1	1	1	1	×	1	2	1
Gate (Open)	5	×	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	×	×	1	1
Door (Open)	10	×	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	×	×	1	1

SPACE	Defense Bonus	Unit Movement Cost																		
Space terrain types		Air/High	Air/Low	Wheels/E	Treads/E	Hover	H. Hover	HS Drive	LS Drive	Warship	Wheels/S	Treads/S	Treads/L	Mech	Trailer	Rail	Fixed	Infantry	S. Infantry	
Colony	20	×	×	×	×	×	×	×	3	3	×	×	×	×	×	×	1	×	×	
Space	0	×	×	×	×	×	×	1	1	1	×	×	×	×	×	×	×	×	×	
Small Asteroid	10	×	×	×	×	×	×	2	2	2	×	×	×	×	×	×	×	×	×	
Medium Asteroid	30	×	×	×	×	×	×	3	2	×	×	×	×	×	×	×	1	×	×	
Dry Dock	20	×	×	×	×	×	×	1	1	1	×	×	×	×	×	×	1	×	×	
Supply Support	40	×	×	×	×	×	×	1	1	1	×	×	×	×	×	×	1	×	×	
Wreckage	30	×	×	×	×	×	×	×	×	2	×	×	×	×	×	×	×	×	×	
Solar Panel	5	×	×	×	×	×	×	1	1	1	×	×	×	×	×	×	×	×	×	
Rock	40	×	×	×	×	×	×	×	×	×	×	×	×	×	×	×	1	×	×	
Buoy	5	×	×	×	×	×	×	2	2	2	×	×	×	×	×	×	×	×	×	
Net	15	×	×	×	×	×	×	×	×	×	×	×	×	×	×	×	×	×	×	
Board	15	×	×	×	×	×	×	×	2	×	×	×	×	×	×	×	×	×	×	

MOON • MARS	Defense Bonus	Unit Movement Cost																		
Moon/Mars terrain types		Air/High	Air/Low	Wheels/E	Treads/E	Hover	H. Hover	HS Drive	LS Drive	Warship	Wheels/S	Treads/S	Treads/L	Mech	Trailer	Rail	Fixed	Infantry	S. Infantry	
Desert	5	×	×	×	×	1	1	1	1	1	2	2	1	2	1	×	1	2	1	
Road	0	×	×	×	×	1	1	1	1	1	1	1	1	1	1	×	×	1	1	
Plain	5	×	×	×	×	1	1	1	1	1	2	1	1	2	1	×	1	1	1	
Slope	10	×	×	×	×	3	2	1	2	2	×	3	2	3	1	×	×	2	2	
Mountain	50	×	×	×	×	×	×	1	2	×	×	×	×	4	1	×	×	3	2	
Darkness	0	×	×	×	×	×	×	1	1	1	×	×	×	×	×	×	×	×	×	
Cliff	5	×	×	×	×	1	1	1	1	1	2	1	1	2	1	×	×	2	1	
Trench	50	×	×	×	×	2	2	1	1	1	3	2	2	2	1	×	1	2	2	
Crater	10	×	×	×	×	1	1	1	1	1	2	2	1	2	1	×	1	2	2	
Wasteland	20	×	×	×	×	1	2	1	1	1	3	2	2	2	1	×	1	2	1	
Cracks	0	×	×	×	×	×	2	1	1	1	×	×	×	×	×	×	×	×	×	
Collapsed road	5	×	×	×	×	1	1	1	1	1	2	2	1	1	1	×	×	1	1	
Building	30	×	×	×	×	1	1	1	1	1	1	1	1	1	1	×	1	1	1	
Collapsed building	40	×	×	×	×	2	2	1	1	1	2	2	2	1	1	×	1	2	2	
Space Port	25	×	×	×	×	1	1	1	1	1	1	1	1	1	1	×	1	1	1	
Military Base	50	×	×	×	×	1	1	1	1	1	1	1	1	1	1	×	1	1	1	
City Block	40	×	×	×	×	1	1	1	1	1	1	1	1	1	1	×	1	1	1	
Garage Block	30	×	×	×	×	1	1	1	1	1	1	1	1	1	1	×	1	1	1	
Wasteland desert	15	×	×	×	×	1	1	1	1	1	3	2	1	2	1	×	1	2	1	
Slanting road	5	×	×	×	×	1	1	1	1	1	2	1	1	1	1	×	×	1	1	