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Mass Effect 3

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- Dr. Eva
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Game Basics

Game Basics on Mass Effect 3, including Classes and Morality. For everything else, there is the navigation (see your left).

Squad Members

Squad Members are characters you have direct control of in Mass Effect 3.

				
Commander Shepard	Ashley Williams	Garrus Vakarian	James Vega	Kaidan Alenko
				
Liana T'Soni	Tali'Zorah vas Normandy	EDI	Javik (The Prothean)	

Other Characters

				
Ambassador Donnel Udina	Aria T'Loak	Captain David Anderson	Captain Kirrahe	Conrad Verner
				
Diana Allers	EDI	Grunt	The Illusive Man	Jack

				
Jacob Taylor	Joker (Jeff Moreau)	Kai Leng	Kasumi Goto	Legion
				
Miranda Lawson	Mordin Solus	Morinth	Samara	Thane Krios
				
Urdnnot Wrex	Vigil	Zaeed Massani	Urdnnot Wreav	Steve Cortez
				
Admiral Hackett	Commander Bailey	Dr. Chakwas	Dr. Chloe Michel	Geth VI
				
Eve	Samantha Traynor	Barla Von		

Citadel Races

The **Citadel Council** is the reigning government across the systems in jurisdiction of Citadel Space.

				
Asari	Drell	Elcor	Hanar	Human

			
Keepers	Salarian	Turian	Volus



Non-Citadel Races

Non-Citadel races include extinct races and races that either do not have embassies on the Citadel, are hostile to Citadel races and/or policies, or are simply in a neutral status.

				
Batarians	Collectors	Geth	Krogan	Quarians
				
Rachni	Reapers	Vorcha	Yahg	

Other Species

Many other species of Enemies and non-sentient lifeforms inhabit the Mass Effect Universe.

				
Protheans	Praetorians	Thresher Maws		

Locations



- Citadel Space

- Earth
 - Mars
 - Migrant Fleet
 - Normandy SR-2
 - Illium
 - Noveria
 - Palaven
 - Rannoch
 - Sur'Kesh
 - Terminus Systems
 - The Citadel
 - Thessia
 - Tuchanka
- *See Locations for more.*

Enemies



- Abomination
- Atlas Mech
- Banshee
- Brute
- Cannibals
- Centurions
- Cerberus Combat Engineer
- Geth Hunter
- Geth Prime
- Geth Rocket Trooper
- Geth Trooper
- Guardians
- Harbinger
- Harvester
- Husks
- Marauder
- Matriarch Benezia
- Nemesis

- Phantom
- Reapers
- Saren Arterius
- Shadow Broker
- Sovereign
- Thresher Maw
- The Thorian
- The Illusive Man
- Turret
- Varren

Starships and Vehicles



- Collector Cruiser
- M35 Mako
- Normandy SR-2
- SSV Normandy SR-1
- Normandy (Mass Effect 3)

Governments

- Citadel Council
- Systems Alliance

Organizations

- Blood Pack
- Blue Suns
- Cerberus
- C-Sec
- Eclipse
- Spectre

Mass Effect Books

As of now there are only four **novels** set in the Mass Effect universe.



Mass Effect: Revelation	Mass Effect: Ascension	Mass Effect: Retribution	Mass Effect: Deception
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- *See Mass Effect Books for more entries!*

Classes

In Mass Effect 3's single player, **Classes** allow you to choose your Shepard's role with specific Powers and a unique skill tree. In Mass Effect 3's Multiplayer, Classes are similar to those in single player, but you can change your class at will. There are 6 Classes to choose from.

Mass Effect 3 Classes

		
Adept	Soldier	Engineer
		
Sentinel	Infiltrator	Vanguard

Click this link to see the video

<http://www.ign.com/videos/2012/02/15/mass-effect-3-what-class-will-you-choose>

Single Player Classes

At the beginning of each Mass Effect game, the player must choose from a variety of **Classes** and other options for Shepard. One of these is which combat class you want to use. Previously, each class had their own, unique power, and this is still true for Mass Effect 3. However, in the first two games, each class was allocated certain types of weapons, and these were the only weapons they could use.

In Mass Effect 3, any class can pick up and use any weapon, but only the Soldier Class can hold every type of weapon at once, making it the go-to shooter experience. Additionally, each class will have a unique onmi-blade attack that can devastate their foes in melee combat. Here is a list of the

Classes you can choose from.

Multiplayer Classes

Character **Classes** determine what Weapons and Powers you use in Multiplayer.

Adept



Adepts are biotic specialists, capable of disabling and killing enemies with raw biotic power. While they lack advanced combat training, they are best at defeating enemies without firing a shot. They are outfitted with L5x implants that can spawn a micro-singularity, damaging enemies and pulling them into the air. Although capable of using Heavy Pistols and Submachine Guns. They are capable of pulling, throwing, warping, and shocking their enemies. But their signature power, which is available only to the adept, is Singularity, which creates a black hole that draws in and immobilizes enemies. Adepts are best used for debuffing and eliminating enemy barriers, subjecting them to powerful damage dealing biotic abilities!

Click this link to see the video

<http://www.ign.com/videos/2012/02/15/mass-effect-3-adept-class-trailer>

Adept Class Trailer

Singleplayer

Powers	Warp
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	Throw
	Shockwave
	Singularity
	Pull
	Cluster Grenade

Multiplayer

Powers

Warp
Singularity
Shockwave
Pull

Throw

Stasis

Reave

Cluster Grenade

Characters

Human (Male)

Human (Female)

Asari

Drell

Engineer



Engineers are tech specialists, the most effective class at disabling the defenses of the toughest enemies or incapacitating them to render them harmless. In combination with their weapons training, Engineers have the unique ability to spawn combat drones that can harass enemies or force them out of entrenched cover positions. The Engineer can strip away layers of shielding and armor with Overload and Incinerate and leave a formerly well-protected enemy exposed for the Engineer or other squadmates to finish off, making them the ultimate team-player.

Click this link to see the video

<http://www.ign.com/videos/2012/02/15/mass-effect-3-engineer-class-trailer>

Engineer Class Trailer

Singleplayer

Powers	Incinerate
	Overload
	Cryo Blast
	Combat Drone

	Sabotage
	Sentry Turret

Multiplayer

Powers

Incinerate
Overload
Combat Drone
Cryo Blast
Sentry Turret
Decoy
Alliance Training
Quarian Defender
Fitness

Characters

Human (Male)
Human (Female)
Quarian
Salarian
Geth

Infiltrator



Infiltrators are tech specialists with the unique ability to cloak themselves from visual and technological detection. Their inventory is stacked with a wide variety of weapons, equipment, and powers. Infiltrators are deadly at any range, but particularly so with a sniper rifle. When scoping a target, superior reflexes take over, time momentarily slows down, and the Infiltrator finds an easy picking. Access to Sniper Rifles and select ammo-types (from the Soldier tree) while retaining tech Powers (from the Engineer tree) make the Infiltrator the master of long-range anti-personnel combat. The Infiltrator's Tactical Cloak re-appears in Mass Effect 3 and makes this class the master of "hit-and-disappear" tactics.

Click this link to see the video

<http://www.ign.com/videos/2012/02/15/mass-effect-3-infiltrator-class-trailer>

Infiltrator Class Trailer

Singleplayer

Powers	Disruptor Ammo
	Cryo Ammo
	Incinerate
	Tactical Cloak
	Sticky Grenade
	Sabotage

Multiplayer

Powers

Humans

- Tactical Cloak
- Cryo Blast
- Sticky Grenade
- Alliance Training
- Fitness

Salarian

- Tactical Cloak
- Proximity Mine
- Energy Drain
- STG Training
- Fitness

Quarian

- Tactical Cloak
- Sticky Grenade
- Sabotage
- Quarian Defender
- Fitness

Geth

- Tactical Cloak
- Proximity Mine
- Hunter Mode
- Networked AI
- Advanced Hardware

Sentinel



Sentinels are unique, bringing both tech and biotic abilities to the battlefield. In addition to complete weapons training, Sentinels are equipped with an advanced shield that makes taking cover much less necessary and rushing their enemies much more productive. This armor system can also be detonated to blast nearby enemies. Sentinels are equipped with the most advanced ablation armor system to keep the Sentinel safe. If overloaded, the system stuns all enemies within a short distance.

In Mass Effect 3, a Sentinel class character will be able to wield any weapon type (not all at once), unlike in Mass Effect 2 where the Sentinel player could only equip a Submachine Gun and a Heavy Pistol.

Click this link to see the video

<http://www.ign.com/videos/2012/02/15/mass-effect-3-sentinel-class-trailer>

Sentinel Class Trailer

Singleplayer

Powers	Throw
	Warp
	Lift Grenade
	Tech Armor
	Overload
	Cryo Blast

Multiplayer

Powers

Throw
Warp
Tech Armor
Overload
Incinerate
Lift Grenade
Alliance Training

Characters

Fitness
Human (Male)
Human (Female)
Turian
Krogan

Soldier



The **Soldier** is Commander Shepard's default class, which focuses on armed combat. Soldiers are pure combat specialists: no one is tougher or more suited to taking down enemies with barrages of gunfire. Soldiers have thorough weapons training and can use all special ammo types as well as grenades. High-level operatives are outfitted with ocular synaptic processors that allow them to focus on targets with lethal accuracy.

The Soldier uses the Omni-Blade as his or her heavy melee attack, pulling their arm back and thrusting it into the enemies chest, causing massive damage.

Click this link to see the video

<http://www.ign.com/videos/2012/02/15/mass-effect-3-soldier-class-trailer>

Soldier Class Trailer

Singleplayer

Powers	Adrenaline Rush
	Concussive Shot
	Frag Grenade

	Incendiary Ammo
	Disruptor Ammo
	Cryo Ammo

Multiplayer

Powers

Adrenaline Rush
Concussive Shot
Frag Grenade
Marksman
Carnage[1]
Proximity Mine
Fortification
Inferno Grenade
Alliance Training
Fitness

Characters

Human (Male)
Human (Female)
Krogan
Turian

Vanguard



Vanguards are feared for their high-risk, high-reward combat style, closing quickly on enemies and destroying them at short range with weapons and biotic abilities. They are outfitted with L5n implants, enabling them to perform a biotic charge that strikes the opponent with incredible force while bringing the Vanguard in for close-range combat. A new Vanguard power in Mass Effect 3 is Nova, a short range shockwave to use when completely surrounded. Click this link to see the video

<http://www.ign.com/videos/2012/02/15/mass-effect-3-vanguard-class-trailer>

Vanguard Class Trailer

Singleplayer

Powers	Incendiary Ammo
	Cryo Ammo
	Biotic Charge
	Nova
	Shockwave
	Pull

Multiplayer

Powers

Biotic Charge
Shockwave
Nova

Characters

Alliance Training
Fitness
Human (Male)
Human (Female)
Drell
Asari

Morality

Morality is a key part of your Commander Shepard's story in each of Mass Effect's story lines. Morality defines who your character is and the decisions you have to make. Morality, in essence, is being a good or bad character based on your actions (just like being on the light side or dark side in Star Wars).



Each time you enter conversations or have to make a decision in your main story you will most likely have to make some moral decision. How you respond to these conversation situations determines how others will see you in the game. Your character can be more of a Paragon or more of a Renegade. Each time you are able to make a decision that influences your morality you will see your character gain Paragon or Renegade points. These point scores can further determine other choices you can make in the game. Special dialogue options are available for each type of morality, you can be an outstanding soldier or you can be a fear monger.

Furthermore, Paragon and Renegade choices you made in Mass Effect and Mass Effect 2 will come to play in Mass Effect 3. Whether you let a certain character live or die, or whether you made a specific positive or negative choice on of the past games can determine some of the story in Mass Effect 3. Your Paragon and Renegade decisions and abilities may carry over to Mass Effect 3, influencing the story and furthering the impact of the actions you have taken in previous the two previous games.

The following pages describe the Paragon and Renegade morality ideals.

Reputation



Reputation in Mass Effect 3 is a very different concept than the traditional **Morality** found in Mass Effect and Mass Effect 2. The biggest change is "non-flavored" Reputation points, which are not tainted by a **Paragon** or **Renegade** decision. In fact, your Paragon and Renegade scores are added together for an overall score. There is no longer any reward for being totally good or totally evil.

In summary, your Paragon vs. Renegade score now only affects your **Appearance**, while your **Conversations**, including the special, greyed-out options, is only affected by your overall Reputation.

It's a tough concept to wrap your head around but here's how Bioware breaks it down.

Although our main job focus is developing plots and characters and writing dialog, most writers at BioWare also work on other tasks, such as galaxy map logic and planet descriptions (Chris Hepler), enemy combat barks (Jay Watamaniuk), or embarrassing me at Vanguard (Sylvia Feketekuty). One system I've worked on over all three Mass Effect titles is the reputation system – and, like most of our systems, it has found some improvement in Mass Effect 3.

What is it?

Well, it's exactly what it sounds like. Over the course of a war raging across the galaxy, you are going to do a few things that catch people's attention. And if your reputation gets impressive enough, people who would otherwise ignore you are going to take you seriously when you say something like, "I will wipe out your entire species unless you put the gun down." Having a powerful reputation unlocks dialog options that wouldn't be otherwise available, usually with better results than the normal options would offer.

Sometimes, Reputation carries a Paragon or Renegade connotation. Paragon actions are usually about building alliances, obeying galactic law, and basing decisions on sympathy and trust. Renegade actions usually involve a pragmatic, results-focused approach, breaking laws or taking extreme steps as required to get the job done.

What isn't it?

In previous Mass Effect games – heck, in previous BioWare games – unique dialog options were often the place where Shepard, the Warden, the Spirit Monk, or "the player character from KotOR whose name is not a spoiler at all" shook down hapless bystanders for extra money. Players who sank points into the Persuade-type skill for each game could demand higher rewards or get discounts

from merchants.

Sadly, in Mass Effect 3, as war tears families apart and reduces entire continents to glowing craters, saying “I’m Commander Shepard, and this is my favorite store on the Citadel,” doesn’t carry as much weight as it used to. People are already going to be selling you things they wouldn’t ordinarily sell, because you’re the last hope for the universe. You’ll be banking on your reputation to save planets and gain alliances, not to get a better deal on snow tires.

You’re also never going to be the villain of Mass Effect 3. If you take every Renegade option in the game, you may be brusque with your friends and brutal to your enemies; you may make hard choices that cost you friendships; you may have to go to your grave carrying the weight of crimes that would have you reviled as a monster if they ever came to light. But you are always fighting to save the galaxy, no matter what tactics you take.

How does it work?

Over the course of the game, your reputation will increase. Sometimes it will increase in Paragon ways, sometimes it will increase in Renegade ways, and sometimes it will increase without being Paragon or Renegade.

- Confronted on the Citadel by a desperate refugee with a gun, you give her some credits and help her find a place to sleep. (Paragon)
- As a human colony falls to Reaper forces, you order down an orbital strike, brutally killing thousands of colonists to prevent the Reapers from turning them into husks. (Renegade)
- You land at a turian fuel depot taken by Reaper forces and clear it out, enabling allied forces to keep fighting. (General Reputation)

+Paragon and Renegade actions are always the result of decisions – if you only have one way to do something, then doing it increases your reputation in general. So if you want to play as a purely Paragon player without ever getting Renegade points, you can do that.

Your reputation increases as you complete missions. Whether you’re attacking an enemy outpost, destroying a city, or bringing a dying soldier’s last message back to her loved ones, you are always showing the galaxy that Commander Shepard is a force to be reckoned with. Players who check up on their crew or help refugees struggling with the realities of war on the Citadel will also gain small reputation bonuses for taking the time to talk to people.

What does it look like?

On your squad/powers screen, you’ll see a bar made up of a mix of red and blue. The red represents your Renegade points, while the blue represents your Paragon points. Reputation points that aren’t Paragon or Renegade don’t get their own color – they make the bar get bigger while keeping the same red/blue ratio.



Note that the bar has lines marking various points of progression. Key dialog options at important moments in the game are locked off – you can only take them if your reputation is high enough – and each of those lines marks a checkpoint. If you see that you’re a bit short of hitting a new line, and someone has just said something like, “Let’s head down to [that person’s homeworld] and finish this once and for all,” it may be worth your time to go do a couple of side-quests first, just to see if you can reach that line.

Under the hood: Changes from Mass Effect 2

If you played Mass Effect 2, a lot of this will seem familiar. The key differences are:

- There’s no penalty for mixing Paragon and Renegade: In Mass Effect 2, if you wanted to get the hardest Charm options, you had to play an almost completely Paragon character. We intended many of those Charms to be fun Easter eggs, but many players felt like they had to play pure Paragon to avoid being penalized by the loss of a dialog option. In Mass Effect 3, your Reputation score determines both Charm and Intimidate options, and that score is determined by adding your Paragon and Renegade scores together. You’re still rewarded for being a completionist player and doing as much content as you can, but you can do it as a Paragon or Renegade player without penalty.
- We now have non-flavored Reputation: In Mass Effect 2, after a mission that didn’t have any major choices, we would give both Paragon and Renegade points, to show that even without a major decision, Shepard was more famous and had more influence as a result. This confused some players and made others angry – people who wanted to play pure Paragon didn’t like getting rewarded with both Paragon and Renegade points. In Mass Effect 3, whenever there’s a mission with no major decision, you will get Reputation points that add to your overall score but don’t carry a Paragon or Renegade flavor. The bar on your screen will grow, but the Paragon/Renegade ratio will remain unchanged.

Conclusion

I hope that our new and improved system gives you an intuitive way to see what the galaxy thinks of you. I’m really proud to have worked on a game with so many difficult and morally ambiguous decisions – as our lead designer Preston Watamaniuk said, “This may be the first time I have ever played a game with a morality system and come out morally gray.” I can’t wait to see what your bar

ends up looking like. Good luck!

[1]

Conversations

Conversations are the main way you make decisions in Mass Effect 3. Each time you enter a cut-scene you are most likely going to have a conversation. These conversations allow you choose between many dialogue choices. There are neutral, positive, and negative dialogue choices that you can make. Each dialogue choice you make will augment the story and your character. Conversations are the main way that you receive Paragon or Renegade points. This further advances your game play and experience by allowing players to invest time in conversations, where your dialogue/conversation choices will affect the outcome of a mission or a squadmates life. These conversations will affect how your squad members perceive you as a leader and also will also garner fear or respect in others. Your dialogue decisions will likely have an impact in the near future of the game.



The image above shows the typical conversation along with the conversation wheel where you make your dialogue decisions. You can have anywhere from 2 to 5 dialogue choices, some which are negative (in red) and will earn you Renegade points, and some of which that are positive (in blue) and will earn you Paragon points. There are also neutral choices or choices that show up in a white print that allow Commander Shepard to take the conversation in a certain direction.

Paragon



Paragon points are points gained on the morality scale through compassionate and legendary actions. Being a positive, kind, and friendly player, during conversations and stories, will make you more of a Paragon. When Paragon actions are taken a light-blue light shade will show up on screen. Individuals that choose to have their player to be more of a Paragon will lead other characters and squad members to be more open and friendly with Commander Shepard. The more Paragon your player is the more positive options and choices/actions there will be during conversations to open up more positive dialogue. The higher your Paragon score becomes the more likely you are to unlock the ability called Charm. Charm allows more positive conversation options to be used. Being kind or nice to someone can lead to a special event or even allow you to bypass a battle.

Renegade



Renegades are individuals that play as a more negative or ruthless Commander Shepard. Renegade points are gained through mean, cruel, and merciless actions. When making a Renegade action/decisions a red shade will come on the screen. These actions are seen as more negative and will make Commander Shepard more feared and cutthroat. When acting as a renegade you will begin to become feared and more characters and squad members will dislike and become discontent with you (however some squad members like a more ruthless captain). A Renegade can strike fear and panic in other characters and lead to special conversations, decisions, and choices. Renegades can also unlock the Intimidate ability. Intimidate is an ability that can be ranked up and allows Commander Shepard to have more negative dialogue options during conversations and the story. Also, the higher your intimidate ability the more ruthless Commander Shepard's facial features become. More scars, scratches, and changes in eye color will occur as you become a more evil and renegade player.







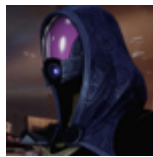



Romance

The **Romance** system in Mass Effect 3 is different than in previous games. When you successfully woo a romanceable character in Mass Effect 3 you will unlock a cutscene, like in previous games, but unlike previous games the cutscene may not involve sex. Viewing a romantic cutscene will get you the Paramour Achievement / Trophy.

List of Romanceable Characters

There are 10 characters you can start a romance with -- or rekindle a romance with if you imported a save -- in Mass Effect 3. Diana Allers, Ashley Williams, Kaidan Alenko, Liara T'soni, Steve Cortez and Samantha Traynor can be romanced by new characters, while Garrus Vakarian, Miranda Lawson, Tali'Zorah vas Normandy and Jack can only be romanced by imported characters who have already started a romance with said character in Mass Effect 2.

James Vega and EDI are not romanceable, however you can encourage EDI to begin a relationship with Joker.

				
Diana Allers	Ashley Williams	Garrus Vakarian	Miranda Lawson	Kaidan Alenko
				
Liara T'Soni	Tali'Zorah vas Normandy	Steve Cortez	Jack	Samantha Traynor

Romance Guide

The following sections include mini-walkthroughs for every romanceable character in Mass Effect 3.

Here is a general outline of how individual romance sequences work:

- Talk to a character on the Normandy, or in the case of Kaidan and Ashley, visit them in the hospital. Visit them if Traynor tells you they want to see you.
- After Citadel 2, each character will email you to meet them somewhere on the Citadel. It is here that you choose to commit or not. Unlike Mass Effect 2, once you've made your choice, all other options are rescinded. You will only see the platonic version of every encounter after that.

- Allers and Traynor can be flings. Traynor's opportunity comes up well before Citadel 2, so you'll always have that option, but if you want to have an affair with Diana Allers, do not see your chosen love interest on the Citadel until after your second interview (triggered by completing Priority: Rannoch). You can still pursue another love interest after these encounters.

Ashley Williams

Only Male Shepard can romance Ashley Williams. The romance can be started in Mass Effect (1) and rekindled, or started anew. If you rekindle a relationship with Ashley, but had a second relationship in Mass Effect 2, you must make a choice to rekindle the relationship early on in the hospital.

- Visit Ashley in the Huerta Memorial Hospital after Priority: Mars. She will email you about her recovery and potential visiting times. You can bring her a Tennyson book to cheer her up and help spark romance. Purchase it in the hospital lobby kiosk.
- Visit Ashley again after Priority: Palaven.
- Ashley will then offer to meet you on the Presidium Commons. If you have made the correct dialogue choices, Ashley will bring up a relationship, or Shepard can push for it.

Diana Allers

Male or female Shepard can romance Diana Allers.

- You can meet Diana Allers on the first visit to the Citadel. She is in the Normandy docking area. You must invite her to board the Normandy.
- Visit Allers in her room on the Engineering deck to speak with her.
- After Priority: Citadel 2, Allers will request to meet Shepard in his room. You can invite her up at this point, and then make a pass at her.

JACK

Only male Shepard can romance Jack. The romance must be started in Mass Effect 2.

- Do Grissom Academy: Emergency Evacuation (Specialist Traynor starts it).
- While on the mission, use polite responses when talking to Jack.
- After the mission, in the shuttle, when the students start cheering, click the Paragon prompt that appears.
- After the mission, watch for an e-mail from Jack inviting you to Purgatory on Citadel.
- Meet with Jack in Purgatory and use polite responses (tell her you still want her). After you commit to her in this scene, other romances will not be available.

Kaidan Alenko

Male and Female (see the note below) Shepard can romance Kaidan Alenko. The romance can be started in Mass Effect (1) and rekindled, or started anew.

- Male Shepherd, don't want to romance Kaidan? Don't buy the Whiskey.
- Visit Kaidan in the Huerta Memorial Hospital after Priority: Mars. He will email you about his

recovery and potential visiting times. You can bring him a bottle of TM-88 Peruvian Whiskey to cheer him up and help spark romance. Purchase it at the kiosk in the hospital lobby.

- Visit Kaidan again after Priority: Palaven.
- Kaidan will then offer to meet you on the Presidium Commons via a private message on your personal terminal. If you have made the correct dialogue choices, Kaidan will bring up a relationship, or Shepard can push for it.
- It is possible for FemShep to romance Kaidan if you did not romance him in Mass Effect 1

(note) Kaidan DOES make a pass at Male Shepard in the Presidium Commons after Priority: Citadel 1, with no prior relationship from Mass Effect 1 or 2. This, however, does not indicate or lead to a relationship by itself; rather, visiting Kaidan after Priority: Citadel 1 and bringing him a Bottle of TM-88 Peruvian Whiskey, then visiting him after Priority: Palaven followed by accepting his invitation for lunch on the Presidium are what will grant you the opportunity to romance Kaidan.

Liara T'Soni

Male or female Shepard can romance Liara T'Soni. You can rekindle a relationship from Mass Effect 1 even if you've chosen a different partner in Mass Effect 2 -- but you have to make a choice early on in the game. To start a new romance with Liara, or rekindle an old one follow these steps.

- Talk to Liara in her room after every mission. The first time you board Normandy, imported characters can offer to rekindle the relationship. You will not be locked into the relationship at this point.
- Talk to Liara on the Presidium Commons before Priority: Citadel 2.
- Check your Personal Terminal and, when you receive a message from Liara about a special project, go to the Captain's Quarters. Use your Terminal in your room to invite Liara up. In the ensuing cutscene with Liara, she'll show you her preservation capsule idea and the article on Shepard. Choose polite options and say you want to be more than friends.
- Check your Terminal after this and Liara will invite you to join her on the Citadel. She is in the Presidium Commons, on the bottom level on the opposite side of the entrance. Talk to her here and choose the "more than friends" options again and she and Shepard will kiss.

The Paramour Achievement/Trophy will unlock at this point.

- Note: If you didn't choose Liara as a romantic interest in Mass Effect, or you were not loyal in Mass Effect 2, when she comes to your room to discuss her special project, you *do not* get the option to become more than friends at that point. The chance for romance doesn't come until you complete Priority: Citadel 2 and at least one other mission.
- Before starting Priority: Cerberus Headquarters, you will get to view Liara's romance scene in the cutscenes before the mission.
- In the Priority: Earth 2 Mission, you can talk to Liara before Anderson for an additional romance scene.

Miranda Lawson

Only Male Shepard can romance Miranda Lawson. The romance must be started in Mass Effect 2. Miranda never appears on the Normandy, and your relationship with her will remain long-distance.

- Miranda will contact you after the first few missions. Meet her Before Priority: Citadel 2 on the Normandy dock.
- After Priority Citadel 2, Miranda will contact you via your personal terminal again.
- Following this (probably after doing another mission), she will contact you again and asks for a meeting in person. Meet her in the apartments of the Presidium Commons and you can choose to rekindle your relationship.

Garrus Vakarian

Only Female Shepard can romance Garrus. The romance must be started/continued in Mass Effect 2.

- After Priority: Palaven, talk to Garrus in the Normandy's main gun battery on the Crew Quarters level. Here you can recommit to Garrus or cancel the relationship. Even after this you can pursue another romance if you wish.
- After Priority: Tuchanka 2, you can talk to Garrus by Joker in the cockpit of the CIC.
- Garrus will eventually offer to meet Shepard on the Citadel. Here you can make a true commitment, precluding other relationships.
- There is a humorous romantic scene involving Tali and Garrus in the Main Battery before heading to Earth should you choose to commit to another partner.

Samantha Traynor

Only Female Shepard can romance Specialist Traynor. Traynor never appears anywhere but the Normandy, but you'll have to remember to talk to her as much as possible to open up the option to romance her.

- Talk to Traynor every time you visit the Galaxy Map area of the CIC on the Normandy after a mission.
- Traynor will mention liking strategy games in passing after Priority: Citadel 2. After this you will receive a private terminal message about playing a game. Go to your quarters and invite her up. You can make a pass at Traynor at this time. If you've played your cards right, you can let Traynor use your hi-tech shower. You can then join her.

Steve Cortez

Only Male Shepard can romance Steve Cortez.

- You can talk to Lieutenant Cortez in the Shuttle Bay the first time you board Normandy.
- Talk to Cortez later when he's upset and reviewing a log of a friend dying. Tell him to take some personal time on the Citadel.
- Talk to Cortez in the docking bay of the Citadel.
- Later, talk to Cortez in the lower docking area refugee camp, once it becomes available.
- After talking to Cortez in both Citadel locations, he will then appear in the Purgatory dance club on the Citadel. Shepard can commit to Cortez at this point.
- Spoiler - Click to see/show

Tali'Zorah vas Normandy

Only Male Shepard can romance Tali. The romance must be started in Mass Effect 2.

- When Tali first boards the Normandy after Priority: Geth Dreadnought, you can talk to Tali about rekindling a relationship. This does not commit you to a relationship as of yet.
- During the Side Missions but BEFORE Priority: Rannoch, Tali will send you a message. Invite her to your quarters and, in the cutscene, you can recommit to Tali. If you miss this moment, Tali will no longer be romanceable.
- Talk to Tali on the Citadel before Priority: Rannoch to choose her side in an argument. She returns to the Citadel after Rannoch as well as a diplomat.
- After Priority: Cerberus Headquarters, you can talk to Tali in the bar-like lounge in the Normandy's Crew Quarters. She will be very drunk. She also appears talking to Garrus.
- After Rannoch, if you have successfully rekindled a relationship, you can talk to Tali in Engineering of the Normandy to receive a **picture of her with her mask off**. It appears by your bed. Note: The picture is an edit of a stock-photo. Some fans are angered that more effort wasn't put into the Quarian race/the payoff wasn't worth it.
- There is a humorous romantic scene involving Tali and Garrus in the Main Battery before heading to Earth should you choose to commit to another partner.

Controls and Key Bindings



Across platforms Mass Effect 3 uses different controls. On the PC there are two ways of controlling and playing the game; using your keyboard and mouse. As for the xbox you can use a manual controller to play, or you can use the Kinect to control how you play.

- Xbox 360 Controls
- Kinect Controls
- PC Key Bindings

Kinect Controls

The Kinect peripheral can be used to issue orders to your squad members among other things in the Xbox 360 version of Mass Effect 3 via voice commands. However, Mass Effect producer Jesse Houston confirmed that the Kinect will *not* work with multiplayer. [1] BioWare has confirmed that there will be "secret" Kinect commands, which will be included for players to discover. A list of these can be found below.

Click this link to see the video

<http://www.ign.com/videos/2012/01/18/mass-effect-3-kinect-demonstration>

BioWare Demos Kinect Controls

Mass Effect 3 Kinect Voice Commands

In essence, the Kinect Controls replace the Power Wheel. Each command is preceded by a Squad Member's name. Below is a complete list of general Kinect voice commands you can use in the single player version of Mass Effect 3.

Exploration Commands	
<i>Command</i>	<i>Description</i>
"Activate"	Interact with panel
"Bypass"	Bypass a locked door
"Deactivate"	Deactivate a turret
"Examine"	Interact with object
"Open"	Open doors or cases
"Pick up"	Pick up weapons, ammo and items
"Reactivate"	Toggle a turret or device on
"Salvage"	Salvage parts and materials from an object
"Support"	???
"Talk"	Talk to an NPC
"Warn"	???
"Quick Save"	Saves the game
"Follow Me"	Regroup Teammates
"_____ Move"	Move to Position
Combat Commands	
<i>Command</i>	<i>Description</i>
"Switch Weapon"	Switches Weapon

"Sniper Rifle"	Equips Sniper Rifle
"Shotgun"	Equips Shotgun
"Submachine Gun"	Equips SMG
"Assault Rifle"	Equips Assault Rifle
"Heavy Pistol"	Equips Heavy Pistol
"Sidearm"	Equips Sidearm
"First Aid"	Uses First Aid
"Cover Me"	Regroup Teammates

Class Powers

Each class has it's own set of Powers that can be activated via voice commands.

Adept	
<i>Command</i>	<i>Description</i>
"Warp"	Uses Warp
"Throw"	Uses Throw
"Shockwave"	Uses Shockwave
"Singularity"	Uses Singularity
"Pull"	Uses Pull
"Cluster Grenade"	Uses Cluster Grenade
Soldier	
<i>Command</i>	<i>Description</i>
"Adrenaline Rush"	Activates Power
"Concussive Shot"	Activates Power
"Frag Grenade"	Throw a Grenade
"Incendiary Ammo"	Equip Incendiary Ammo
"Disruptor Ammo"	Equip Disruptor Ammo
"Cryo Ammo"	Equip Cryo Ammo

Secret Voice Commands

BioWare has confirmed that there are secret Kinect voice commands in Mass Effect 3. Here is a list of every known secret command.

Soldier	
<i>Command</i>	<i>Description</i>

"Boom Stick"	Equips Shotgun
"Shotty"	
"SMG"	Equips Submachine Gun

Character-Specific Command Lists

James	
<i>Command</i>	<i>Description</i>
"Move"	James moves forward
"Attack"	James attacks enemy
"Follow Me"	James follows Shepard
"Carnage"	Uses Carnage
"Fortification"	Uses Fortification
"Incendiary Ammo"	Uses Incendiary Ammo
"Throw Grenade"	Throws Grenade
"Frag Grenade"	Uses Frag Grenade
"Assault Rifle"	Equips Assault Rifle
"Shotgun"	Equips Shotgun
"Switch Weapon"	Switches Weapon
Liara	
<i>Command</i>	<i>Description</i>
"Move"	Liara moves forward
"Attack"	Liara attacks enemy
"Follow Me"	Liara follows Shepard
"Singularity"	Uses Singularity (works with Shepard too)
"Warp"	Uses Warp (works with Shepard too)
"Stasis"	Uses Stasis
"Warp Ammo"	Equips Warp Ammo
"Submachine Gun"	Equips SMG
"Heavy Pistol"	Equips Heavy Pistol
"Switch Weapon"	Switches Weapon

PC Key Bindings

All PC users that play Mass Effect 3 can choose to use the default key bindings that the game gives them, or they can customize their key bindings in the options menu. Users will use their keyboards and mouse simultaneously to play the game, and Bioware has made it clear that no other controllers will be compatible with the game via the USB ports of the users' computers. Below is a list of the default controls and their descriptions. Secondary key bindings can be used aside from the primary key binding if players have a personal preference. Users may also change these controls anytime they wish giving players the possibility to have multiple customizable options possible to fit their personal preferences.



General Key Bindings

Description of Action	Primary Key Binding
Move Forward	W
Move Backward	S
Strafe Left	A
Strafe Right	D
Walk	Left Control
Use/ Cover/ Storm	Spacebar
Navigational Assistance	V
Cover Turn	Middle Mouse Button
Quick Save	F5
Quick Load	F9

Combat Bindings

Description of Action	Primary Key Binding
-----------------------	---------------------

Shoot	Left Mouse Button
Aim	Right Mouse Button
Reload	R
Melee	F
Swap Weapon	X
Next Weapon	Mouse Scroll Down
Previous Weapon	Mouse Scroll Up
Command HUD (HOLD)	Left Shift
Order Rally	C
Order Squadmate 1 to Move/Attack	Q
Order Squadmate 2 to Move/Attack	E
Order Attack	Z
Quick Slot 1-8	Key 1-8 perform Each Quick Slot Power or Ability

Multiplayer Bindings

Description of Action	Primary Key Binding
Text Chat	T
Voice Chat (HOLD)	Tab
Prolong Life	Spacebar

Atlas Bindings

Description of Action	Primary Key Binding
Exit Atlas	X

Mounted Gun Bindings

Description of Action	Primary Key Binding
Exit Mounted Gun	X

Xbox 360 Controls

Xbox controls for Mass Effect 3 are similar to the previous Mass Effect games. Each button, trigger, and stick has a function. The Xbox controls can be altered slightly, but not by much. The alterations in controller settings include changing the stick configuration and the trigger configuration. Changing the stick configuration will allow users to go "Southpaw." While changing the trigger configuration will allow the player to swap the actions of each trigger.



General Controls

Description of Action	Primary Button/Stick/Trigger
Move Forward/Back/Side	Left Analog Stick
Look Around	Right Analog Stick
Use/Talk	A
Pause/Menu	Start Button

Combat Controls

Description of Action	Primary Button/Stick/Trigger
Enter Combat Stance	Right Trigger or X (TAP)
Exit Combat Stance	Back Button(TAP)
Zoom/Tight Aim	Left Trigger (HOLD)
Fire Weapon	Right Trigger(TAP/HOLD)
Storm	A (HOLD) + Directional Stick
Sprint	A (HOLD)
Take Cover	A (TAP) near object

Hurdle//Climb/Vault an Object	A (TAP) + Up on Left Stick
Reload	X (TAP)
Melee (Light/Heavy Strike)	B (TAP) for Light B (HOLD) for Heavy
Switch Weapon	X (HOLD)
Navigation Assistance	Press Left/Right Trigger Down
Use Class Power	Y, Rb, Lb (TAP) or Right Bumper Button (HOLD) with Directional Stick
Weapon Wheel	Left Bumper Button(HOLD)
Power Wheel	Right Bumper Button(HOLD)
Order Squad to Attack Enemy	Directional Pad (UP)
Order Squad to Return to Your Position	Directional Pad (DOWN)
Order Squadmate to a Point or Target	Directional Pad (LEFT/RIGHT)

Character Save File Guide

Like previous Mass Effect games, Mass Effect 3 allows you to import a character from a previous game (Mass Effect 2). To import a character in Mass Effect 3, you will need to have a Mass Effect 2 save on your storage disk.

How to Import a Mass Effect 3 Character

Bonuses

Here are the bonuses you can get from importing a Mass Effect 2 save file.

- Your level from Mass Effect 2 will carry over to Mass Effect 3.
- Your Squad Members will also start at the same level.
- You will get Squad Points to upgrade your Powers based on your imported level. If you import a Level 30 Shepard, you will have 1 point automatically placed for you in one Power, and 59 available to place at your whim.
- Your Paragon/Renegade points will bump your Mass Effect 3 Reputation meter up about one quarter. Your Morality choices will be reflected.

Appearance

If you import a character you cannot choose its sex, BUT you CAN change his/her Appearance. You can also change your character's Class.

Shepard Import Bug

Some faces cannot be imported into Mass Effect 3. In this case, you will have to choose a default Shepard or create a new one.

This bug occurs when the imported character's appearance is from a Mass Effect (1) save. If your Mass Effect 1 Shepard's appearance was altered in any way in Mass Effect 2, however, the Shepard will be importable. Source: IGN

Bioware has provided a fix for Shepard face generation in the PC version of Mass Effect. Access the PC fix [here](#). A fix for Xbox 360 version is in the works. Source: IGN

Major Decisions

The following save file decisions affect your Mass Effect 3 experience.

Major Decisions from Mass Effect 1

- Kill or Spare the Rachni Queen

- Rescued Kaidan Alenko or Ashley Williams on Vormire
- Spare or Sacrifice the Citadel Council
- Urdnot Wrex may die on Vormire in Mass Effect and not appear in Mass Effect 3
- Romances - Mass Effect 3 Squad Members Ashley Williams, Kaidan Alenko and Liara T'Soni are Romanceable characters in Mass Effect. They are still Romanceable in Mass Effect 3, but previous romances will affect dialogue.

Major Decisions from Mass Effect 2

- Rewrite OR Destroy the Geth heretics
- Save or Destroy Maelon's Data on the Genophage
- Destroy or Leave the Collector Base to Cerberus
- Suicide Mission - If a character didn't survive the final suicide mission in Mass Effect 2, he or she will not appear in Mass Effect 3. Garrus Vakarian and Tali'Zorah vas Normandy will be available as squad members if they survive. If Jack, Jacob Taylor, Kasumi Goto, Legion, Mordin Solus, Miranda Lawson, Samara, Thane Krios, and Zaeed Massani survived, they will appear in small cameos.
- Romances - The Romanceable Characters Garrus Vakarian and Tali'Zorah vas Neema from Mass Effect 2 are Squad Members in Mass Effect 3. Other Romanceable Characters in Mass Effect 2 (Miranda Lawson, Jack, Jacob Taylor, Thane Krios, Kelly Chambers, Samara, Morinth) will appear in cameos in Mass Effect 3 with altered dialogue if you romanced them in Mass Effect 2.
- *See the Romance section for more on potential relationships.*

Importing a Mass Effect 3 Save file

You can also import a Mass Effect 3 save file once you've beaten the game. Here are the bonuses you get:

- Reputation and Paragon/Renegade stats carry over.
- All Weapons carry over and current Weapon Modifications, but mods must be re-equipped.
- All Body Armor carries over.
- All Credits carry over.
- All Fish and Models collected.
- Your current level carries over, and Skill Points can be reassigned
- Weapon can be upgraded to pass Level V. Weapons found in game can now be upgraded two more levels by finding the weapon again. Weapons not found in the game such as the starting pistol can be upgraded to X (10).
- Any Squad Member special power can be selected when importing.
- Shepard's face can be changed.

Cloud Save Files

EA has confirmed that Mass Effect 3 does not accept Mass Effect 2 saves imported from the cloud on Xbox 360. Local save files which have been moved across consoles via the cloud are also unusable.

Source: IGN

Players hoping to transfer a ME2 save file via the cloud onto a new Xbox to play ME3 must transfer the save file back to the original hard drive. In order to use a ME2 save file, players must move the save file back onto the original Xbox 360, and then transfer it manually onto the new Xbox, either via USB or using a transfer cable. Local save files which have been moved across consoles via the cloud are also unusable. Therefore, players without their original hard drives will encounter some problems, as there is no way to recover your save file.

However, if you still have ME2 laying around and have transferred your save file to a new machine (Via cloud or other method), there is a way to get your character to import. Start ME2 and load your last saved game. Then create a NEW SAVED GAME, which will then be local to your hard drive and allow you to import your character into ME3. Tested and working on a PS3.

Walkthrough



The **Walkthrough** section covers the Priority Missions in Mass Effect 3. See Side Missions for walkthroughs covering every other Mission type. Many decisions you make in Mass Effect 3 affect the outcome of Missions, but few directly affect the action. This walkthrough covers both the action portions of each mission and the fallout from decisions you make during the mission as bullet points at the end.

Main Mission Walkthrough Sections

- Prologue
- Priority: Mars
- Priority: The Citadel 1
- Priority: Palaven
- EDI is Offline
- Priority: Sur'Kesh
- Priority: Tuchanka
- Priority: The Citadel 2
- Priority: Geth Dreadnought
- Priority: Rannoch
- Priority: Thessia
- Priority: Horizon
- Priority: Cerberus Headquarters
- Priority: Earth 1
- Priority: Earth 2

Prologue

The first two decisions you make affect the sex of your Commander Shepard and or to import your own character from Mass Effect 2. Importing a character allows you to start at a higher level (up to Level 30) and attribute up to 20 Power Points to you and your Squad Members. This is a HUGE advantage.

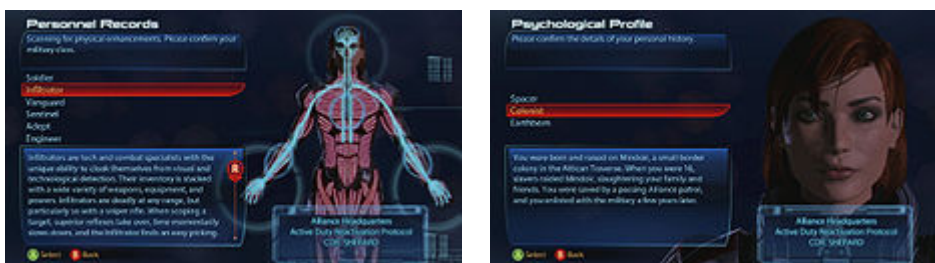
- See *Character Save File Guide* if you are importing a Mass Effect 2 character.

The third decision, "Choose Your Experience," DRASTICALLY changes the gameplay -- like whether you have dialogue options or not.

- Action - There are NO dialogue options in this mode, so you won't be getting Paragon or Renegade points for those choices and you won't be able to hear all of the dialogue. You will NOT be able to choose Shepard's appearance. You also won't get to choose a Class.
- Role Playing - This is the standard Mass Effect experience, including dialogue options and standard combat. You will be able to choose Shepard's appearance. You get to choose a Class
- Story - This option allows you to coast through the story with dialogue options but very easy combat. You will be able to choose Shepard's appearance. You get to choose a Class

This walkthrough will primarily cover Role Playing.

Assuming you didn't choose Action, you will now be able to choose your Class and Psychological Profile. The former affects what Weapons and Powers you can use and the latter affects small, but specific dialogue options.



As part of Psychological Profile you will choose between Kaiden Alenko and Ashley Williams. The character you choose will NOT appear in the game.

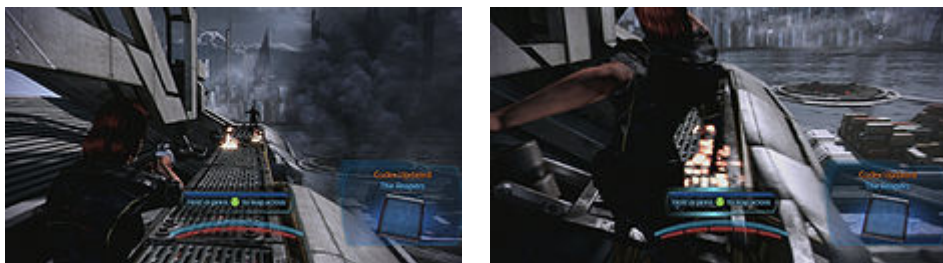


- See *Classes and Psychological Profile* for more information.

In the opening cutscenes you meet old acquaintances like Kaiden Alenko or Ashley Williams and

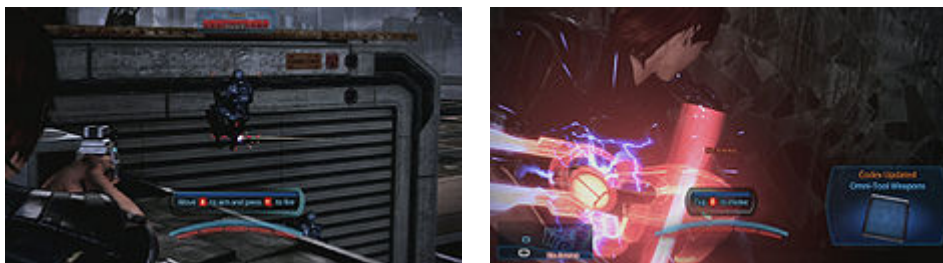
Admiral Anderson, and a few new characters, like James Vega as well. The Reapers have arrived and, after the long cutscene, you must escape the attack.

Note: Depending on what choices you've made and if you played ME2's Arrival DLC, Anderson's chat with you at the beginning is slightly different.



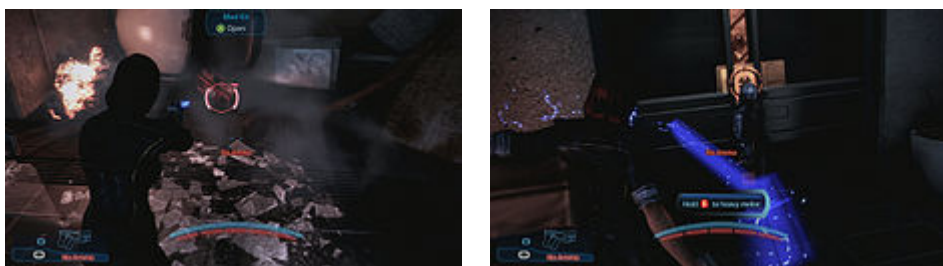
Follow Anderson using the waypoint indicator (click the RIGHT THUMBSTICK to see your target). You must run using the commands shown to clear the gap with a running leap. You begin with an M3 Predator I pistol but you have some Powers as well. Be sure to check out both the Weapons and Powers menus to familiarize yourself with the abilities at your disposal.

The first several enemies you see are Husks. They can take quite a few shots from your pistol, but they will ignore you for the time being.



Climb down the ladder by approaching it. The next few Husks must be attacked directly with melee attacks. Approach them from behind and hold MELEE to kill them with a Heavy Melee, or just tap it, since they are weak enemies.

After the Reaper destroys the building top, enter the flaming building and Salvage the Med Kit for a First Aid Power recharge (100 XP). You can now select First Aid from your Powers menu to heal yourself.



Approach the door and Heavy Melee the Husk. Now you can open the door.

In the cutscene with the young child and Anderson, you'll be able to gain some Paragon/Renegade points. Remember that the top right option gives you Paragon points, and the bottom right Renegade.



Pick up the Heat Sinks (these are the game's ammo) and you can use your overheated gun again. Pause the game and choose the Squad menu to see your Reputation rating.

After the Dreadnought is taken out, hop down and talk to the friendlies. Several Cannibals will appear. These easy enemies will take cover and fire at you. You should do the same. Aim for their mouths. You can direct Anderson to use his Concussive Shot by selecting it from the upper left of your Powers menu.

You can salvage another Med Kit just before rounding the corner to face more Cannibals. Even if you don't need it, the Salvage action always gives you XP (50 XP this time).



Kill the Cannibals and hang a right. The **radio** you are looking for is on the right side of this area. After using the radio you will unlock the M8 Avenger I for use. This Assault Rifle should be your weapon of choice for the Cannibals.



After you run out of ammo, the Normandy SR-2 will come to the rescue.

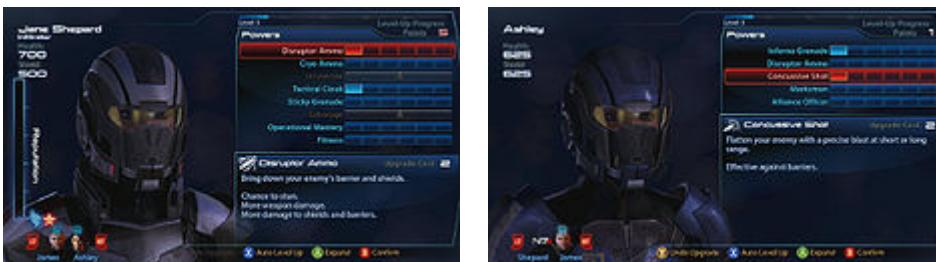
Priority: Mars

In the conversation before **Priority: Mars** commences, you can stop James mid-speech while he argues with Shepard on the Normandy for bonus Paragon or Renegade points. Just wait for the blue icon to appear on the left or the red icon on the right and hit the button shown (LEFT TRIGGER or RIGHT TRIGGER usually).



You won't have much time to reunite with Joker and EDI as you'll soon be on a shuttle to Mars with Kaiden/Ashley and James Vega. You can award 2 Power Points to your Squad Members as soon as you touch down. You'll also be able to award 5 to yourself. Definitely add Concussive Shot to James's repertoire and, in general, add new Powers so you have a bigger arsenal at your disposal. Save the upgrading for later.

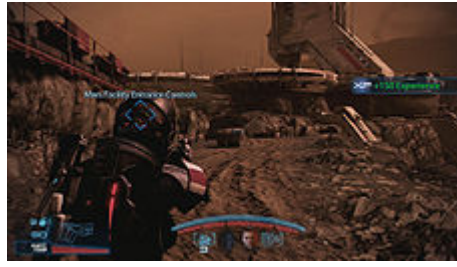
- *See the Powers section for complete upgrade trees*



Mission Enemies

- Assault Trooper
- Guardian
- Centurian

Follow the waypoints towards the facility. Examine the corpse after you jump down by clicking the RIGHT STICK. Do this again to examine the armored enemies in the distance. These are Assault Troopers. They are not shielded. You will now have a Sniper Rifle, the M-92 Mantis I, to use on the distant troops.



Use a grenade power if you or a Squad Member has one. Inferno Grenade, Sticky Grenade and the like will catch the enemies of guard. Snipe them from your high position.

Stay to the left after you pass the initial group and, by the Mako vehicles, take cover behind a short wall and secure the entrance to the facility. Remember to direct your Squad Members to use their rechargeable attacks.



Once inside, hit the elevator panel.

Prothean Archives

After the long cutscene with Liara T'Soni, it will become clear that Cerberus is the enemy on Mars. Your goal is to find the Prothean Archives before Cerberus does.



Immediately head to your Squad menu and upgrade Liara's Powers. Add Warp and another ability. You'll want to use Singularity on the enemies above the area.

This will lift the Assault Troopers skyward and allow you to take potshots at them. Use this technique to clear the room.



Now, look for the vehicle lift controls in one corner. Activate these and you can use the listed yellow vehicle to bypass the broken elevator. Climb up the stepped ledges beginning at the top of the ramp (and grab the **ammo** as well). You can sprint across the vehicle you raised and get to the upper level. Head through the green panel door into the next area.



In this room there are controls for the pedway. You can also loot the area for the following items:

- Datapad: Read this pad on the benches for XP.
- Ariake Technologies Gauntlets - Pick this armor piece up in the small office above some ammo. You can change armor later on the Normandy in your quarters, but any piece you pick up now will be automatically equipped.



- M-4 Shuriken I - This Submachine Gun can be found in the office on a downed trooper. You can equip weapons found in the field immediately, but you can only equip one type of each weapon at a time. You cannot modify weapons in the field. You can change weapons on the Normandy and at certain locations during missions.
- Medkit - There is a Medkit in the office as well.



Activate the Security Console by Liara when you can. This will open the door in the area and

introduce you to Dr. Eva. Head out the green panel door on the upper platform and out the airlock.



Climb down the ladder outside and run down the long path towards the ladder.

- Kassa Fabrication Chestplate - Pick up this piece of armor at the bottom of the ladder.



Find your way across the ramps to the second airlock. In the darkened laboratory your flashlight will automatically turn on as you step into the shadows.

- Datapad - XP. This is right in your path.
- SMG Scope I - This Weapon Mod can be found by taking the central stairs to the bottom of the darkened lab and hooking around to the right. It's on a counter. You can upgrade your weapons at the bench in the next area.



On the other side of the glass windows are two enemies. Use Liara's Singularity ability to float them both in the air. This should also shatter the glass. Now finish them off quickly.



Explore the small office to find the Environmental Controls. Remember to assign Power Points to Squad Members if you level up!

- Medical Station - A Medical Station is on the wall by the Environmental Controls in the small office. Use this to recharge your med supplies and get some XP.



After activating the Environmental Controls a cutscene will allow you to get some Paragon/Renegade Points while interacting with Liara. Enter the green panel door in the now-pressurized room. On the other side you'll hear some enemies ahead. Use the bench to the right of the door you entered to upgrade your weapons before moving on.

- SMG Ultralight Materials - Snag this Weapon Mod off of a dead body by some crates before heading up the stairs.



The Guardians you encounter in the next hallway have shields that simply cannot be penetrated. Your best option for now is to use Liara's Singularity to lift them helplessly off the ground. Shoot them as they flail. Alternately, you can snipe a part of their exposed body OR snipe their heads through a slot in the shield itself!



The long hallway is filled with Assault Troopers, a few shielded Guardians and a Centurian at the far end. The latter enemy is the only new type, and it has shields. You can fry the shields with any sort of fire-based weapon, like Inferno Grenade, Incinerate or an attack like Overload. You can probably just shoot these early enemies a lot to get through their shields.

The adjacent lab at the end of the hallway has a contamination routine sweeping it. Two control panels allow you to stop and start this. You want to stop it at a wide angle so it exposes the Weapon Mod on the right side of the room, facing it. Patiently wait and hit the panel when the sweeping barrier exposes the item.

In the contaminated lab you can pick up some loot.

- Shotgun High Caliber Barrel - This is in the center of the room.
- Datapad - XP. On a table in the center of the contaminated lab.
- Sniper Rifle Extended Barrel - Do not miss this awesome Weapon Mod! This must be accessed by pausing the sweeping decontamination field at the right position.
- Medkit - There is a Medkit in the center of the room.



In the next hallway you can find your first Shotgun on a downed enemy.

- M-23 Katana I - Pick this up on a corpse in the hallway just before the tram.



The Auto-turret

This miniboss of sorts cannot be taken out, only avoided. The game's tutorials will show you how to go from one point of cover to the next. It's important to learn these skills, including rolling from one cover point to an adjacent one (hold LEFT or RIGHT on a stick and hit ACTION) and moving around corners under cover (click the LEFT stick).



Once you get around to the side of the turret it will go offline. You can now enter the green panel door. The turret control room is a good place to use your new Shotgun because of its tight quarters. Grenades work well too, just be ready for a Centurian with shielded armor. Loot the room once it is clear.

- Sniper Rifle Concentration Module - This upgrade is on a rack by the turret controls.

- Datapad - XP. This is by the turret controls.



Hit the Auto-turret controls and a long cutscene will play. Cerberus is making Husks apparently. Tell Kaiden/Ashley to trust you and get some Paragon/Renegade points out of it. After this Shepard will pull a Han Solo and you'll be able to access a tram.



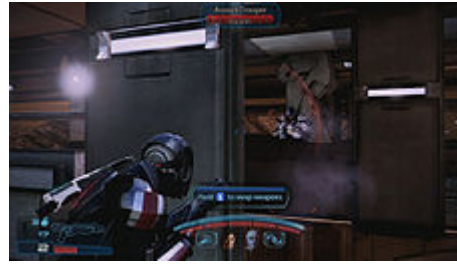
In the next room you can tell your Squad Members to move to locations to flank the incoming Cerberus enemies. Tell them to go to locations on each side of the door for some XP. To do this on a controller, hit the D-pad LEFT and RIGHT to command each Squad Member to go to a separate location.

You should stay on the upper level. A good spot is ABOVE the door, but there is also an **ammo** supply on one side of the upper area so this is a good spot as well. The only enemy that will give you trouble is a Centurian. Remember to fry the shields with an anti-shield Power or ammo (fire, Disrupt).



Two shield-bearing Guardians should bring up the rear of the enemies. Hit them with well-placed sniper shots (go for the slot in their shield for the Mail Slot Achievement / Trophy) or a Singularity. Now, get on the tram beyond the large gate where the enemies appeared and hit the Cablecar Control panel.

Get ready for enemies with a Shotgun equipped. Pepper them with some shots and a grenade, then dash across the gap to their car and use melee attacks to finish them off. Hit the next control to continue.



In this room you'll encounter many enemies, but nothing new. The cover spots in the depressions in the center of the room are great. Just make sure to take full advantage of your Squad Member Powers here. Don't leave the area without this loot!

- M-15 Vindicator I - This Assault Rifle can be found at the end of the hallway in a dark corner by the large door.
- Shotgun Shredder Mod - This upgrade is on the other side of the door.
- Medical Station - Use this station in the central office.



At this point it should be noted that when you choose your weapon loadout, the Weight factor in the middle of the loadout screen will show the loadout's effect on your Power Recharge Speed. Heavy weapons mean slower recharge times. You can opt of any weapon type to lighten the load and even INCREASE your Power Recharge Speed. Later you will be able to purchase and find Upgrades to improve your weapon weights.

The next room leads to a long cutscene with the Illusive Man. After this a chase scene occurs.

Chasing Eva

Sprint after Dr. Eva around the curved edge of the room. A counter in the bottom right corner of the screen will show your distance from her. If it turns red, you are in trouble. Stay close or you will be forced to restart.



In the next room, hit the green panel to enter the security office, then hit another panel to lower the glass and hop over to continue after Eva. Climb the ladder and cross the exterior area after Eva. Her

shields recharge too fast to allow you to do any damage.



She will run down a ramp and head for a shuttle, initiating a cutscene. After this, Eva will run at you, shields down. Shoot her a half dozen times in the slow-motion event and she will be dead. Unfortunately, Ashley/Kaiden won't be much better off.

Priority: The Citadel 1

You'll get 35000 Credits just for setting foot in the Citadel. There are many, many things to do on your first visit to the Citadel, and your map can guide you to most of the important people and places.

War Asset: Diana Allers

You can begin to add War Assets at this point -- each War Asset affects your Galaxy at War rating. Of note is Diana Allers right at the Normandy SR-2 airlock waiting room area. (Point 2 on your map).



Talk to Diana and recruit her to cover your progress from a place on the ship. Note also that she becomes a Romanceable Character once she is on the Normandy.

You can now do the next two activities in whatever order you wish; you can visit Kaidan / Ashley OR talk to Ambassador Udina.

War Asset: Doctor Chakwas or Dr. Michel

Head to the elevator and use it to go to the Huerta Memorial Hospital on the top floor. Here you can recruit one of two doctors for the Normandy, Dr. Chakwas or Dr. Michel. You can easily recruit Chakwas, she's ready to go, but you'll have to persuade Dr. Michel, so you'll need strong Paragon/Renegade standing to choose the dialogue option. You can only choose one doctor; If you recruit one doctor, you won't be able to back track and recruit the other.



If you can convince Doctor Chakwas to stay at the hospital with a Persuasion choice, she will become an additional War Asset.

Shop: Sirta Supplies

By visiting the Sirta Supplies shop in Huerta Memorial Hospital, right by the check-in desk, you will later be able to access Sirta Supplies on the Normandy from the cargo deck shopping terminal.

Access it once to make this connection.



Visit Kaiden Alenko or Ashley Williams

Kaiden/Ashley is just to the left in the hospital's Inpatient Wing (by number 3). This will earn you some Reputation points.



Initiate Side Mission: Shrike Abyssal: Prothean Obelisk

You can initiate the Shrike Abyssal: Prothean Obelisk Side Mission by overhearing a conversation in the Citadel Embassies on your first visit to the Citadel. Exit the elevator and hang a left. In the lounge area a Volus is discussing the lost Obelisk. This will add the Mission to your Mission Summary.



Visit Councilor Udina

Councilor Udina is in his office in the Citadel Embassies, on Floor 2. Head right from the elevator and go up the stairs. Udina's office is on the right side of the hallway. A cutscene will occur in his office (2 on the map).



Shop: Spectre Requisitions

Enter the Spectre Office area just across from Udina's office to find the Spectre Requisitions shop terminal. Activate it once on your first visit to the Citadel and you will be able to shop remotely via the Normandy later on. There is also a Spectre Terminal here you can use to get updates on galactic happenings.



Shooting Range

The Citadel Shooting Range holds a Weapon Bench which you can use to modify your weapons and switch them out. You will have access to one of these on the Normandy permanently.

There is also a supply of **ammo** here and targets you can use to check out the functions of your modded weapons.

Visit Commander Bailey

Commander Bailey is located in his office across from Udina's on Floor 2 (map point 1). He is in a conflict with a paparazzi reporter Khalisa al-Jilani. Talk to him for some Reputation points.



War Asset: Khalisa al-Jilani

After visiting Commander Bailey in his office on the Citadel, you can talk to Khalisa al-Jilani on Floor 2 just by the elevator. You may want to save before chatting with her.



Interrupt Khalisa with the left side, the Paragon Interrupt option, when it appears, to persuade her to

be on your side. You will gain her as a War Asset worth 10 points.
You can Interrupt the reporter with a trigger press and then punch her out for some Renegade points.
That's the end of that! No War Asset is given.

Now, return to the Normandy Dock.

See also: The Citadel Side Missions section covers additional things to do on the Citadel in future visits as you can return freely.

Normandy: First Visit

A long dream sequence cutscene will occur on the Normandy. In this cutscene, chase the small child in the distance. He will run away a few times, and eventually the cutscene will end.



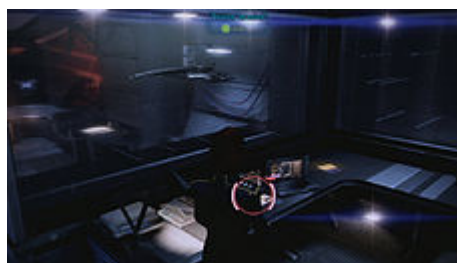
Aboard the Normandy, you can win some Reputation points while talking to Liara and Specialist Traynor and Admiral Hackett. Now you can explore your ship, much like the Citadel.

On a control pad, click the RIGHT STICK to quickly switch to your Normandy map while aboard the ship. This will help you navigate the confusing hallways much easier.

Captain's Cabin



The Captain's Cabin contains an Armor Locker that allows you to change your armor and even customize a non-armor appearance for the Normandy. You can activate music tracks by interacting with the Sound System by your bed.



The Private Terminal located in the Captain's Cabin and on the CIC can be used to gain intel and get tips about meeting familiar Characters and beginning Side Missions.

Finally, this is where your Models appear. In your exploration of the Normandy you can find Models to add to your trophy cases. You can also purchase these in shops.

- *See the Models section for a complete list of Model locations*

Combat Information Center (CIC)



The CIC contains the Galaxy Map which is what you use to explore the many systems of The Milky Way. You can explore freely or use your Journal to tackle specific missions.



Also in this room you will get periodic updates from Specialist Traynor, who will even tip you off to Side Missions, especially N7 Missions.

- **Initiate N7 Mission: Cerberus Lab** - Visit the Combat Information Center on the Normandy for the first time and you will have the Cerberus Lab N7 Mission added to your Journal.

You can check out your Normandy map to see the various people you can talk to on each level of the ship -- for instance, Joker is always on the bridge.



Head behind the elevator to find a new addition to the ship, the War Room, with the War Terminal. This is the interface where you can see all of your War Assets, including those you've recently procured. Each War Asset adds to your ratings in the lower left. You can also access your Galaxy at War map here, but you cannot use it just yet.

Finally, the Vid Comm here is where you can talk to Alliance brass, like Anderson and Hackett. Traynor will let you know when you have a message from them.

Crew Deck



The Crew Deck is where many Squad Members reside. It's also home to Medical, where your doctor resides. If you recruited a doctor on the Citadel, Dr. Chakwas or Dr. Michel will tell you about your Appearance. Your scars, glowing red ones, will appear only if you amass Renegade points. Paragon points will keep your appearance clear.

- *See Appearance for more on Shepard's look.*

Here in Medical you can do two very important things.

- **Reassign Powers** - You can reassign your points to different powers one time FREE. Additional reassignments cost Credits. You can also reassign Squad Member powers.
- **Reassign Power Bonuses** - By conversing with your Squad Members you can gain powers which you can purchase here. You cannot do anything with this yet, but after you talk to James Vega in the Shuttle Bay, you can assign your first Power Bonus.



Stop by Liara's Office across from Medical to talk to Liara and get introduced to Glyph, her VI assistant. Here are the things you can do in Liara's Office:

- Use the Intel Terminal to procure upgrades.
- Check the Broker Terminal for Shadow Broker-related updates.

After chatting with Liara, there's not much more to do on the Crew Deck except get a Model.

- Pick up the Destiny Ascension Model in the Life Support area of the Normandy's Crew Deck.

Engineering



Engineering is where Diana Allers is residing, so be sure to choose a subject for her to research. The decision affects your Paragon/Renegade status. (Cerberus is the Renegade option).



Head down the stairwell in the hallway leading to engineering to find the sub-deck. Here you can get two Models.

- Turian Cruiser - By a cylindrical tank.



- Sovereign - In a crate by the desk.



If you are patient, you can also nab a space hamster scurrying around the floor of the engineering sub-deck. Perhaps she escaped from Sheperd's quarters while the new Normandy was getting it's N7 makeover?

Engineer Adams resides in Engineering. You can talk to him for some Reputation points before heading down to the Shuttle Bay.

Shuttle Bay



The shuttle bay houses some very important people and utilities. Be sure to upgrade your weapons with the Weapon Mods you've found while you are here.

- Weapon Bench - This important utility allows you to modify your weapons and change your loadout. **See Weapon Mods for more.**
- Procurement Interface - This is a shop that collects all of the other shops you've visited into one convenient location. *See Shops for more.*

Lieutenant Cortez handles the Procurement and shops. He is also a Romanceable Character.



Unlock Fortification Bonus Power

You can talk to James Vega in the Shuttle Bay to unlock Fortification as your first Bonus Power. It costs 5000 credits and you can equip it in Medical.



In the conversation you can use Interrupts to gain Reputation points while you spar, so keep an eye on the corners of the screen. Near James is another Model.

- Normandy SR-1 Model - Near James Vega in the Shuttle Bay on the Normandy is a pile of crates with this model on it.



With the tour of the ship complete you can now head to CIC and use the Galaxy Map to head to your next destination.

Priority: Palaven

Using the Galaxy Map in the CIC of the Normandy, select the Apien Crest. Once here you will be in Reaper space. You can scan in these systems but if you fill up your Reaper Awareness meter, the Reapers will come after you and you will be forced to flee the system.



You can either pilot the ship to the edge of the system or use a Mass Relay to escape the area. You then have to complete a Mission to bring the Awareness meter back to a nominal level.

A note on Exploration

You can scan a system to find War Assets, Artifacts, Intel and Fuel (you can get free fuel by docking at the Citadel, or purchase it at a Depot, like the one in Trebia system in the Apien Crest).



A percentage in the upper left corner of the screen shows how many assets are in the system, if there is no percentage, then you don't need to scan anything.

Choose the moon Menae and land to begin the Palaven mission.

Recommended Loadout and Squad

- Bring a Shotgun for Husks
- Bring anti-Armor weapons and Powers (fire) for Brutes
- Anti-Shields weapons for Marauders

Mission Enemies

- Husk
- Marauder
- Brute
- Cannibal

You arrive in a landing zone overrun by Husks. You can easily kill Husks with a Shotgun and melee attacks, just don't let them grab you. Try to direct your squadmates to attract them by keeping them ahead of you. On your way to command, loot the area.



- Salvage Spare Parts: Credits - In a pile of rubble past the first Turian, on the right before the command base.

The walls of the base will open allowing you in. Loot the area.

- Medkit - On the first platform on the left as you enter the camp.
- Assault Rifle Piercing Mod I - At the end of the left strip of platforms by the exit gate there is a Weapon Mod on the ground by a weapon.
- M-27 Scimitar I - This shotgun is right by the Weapon Mod.



- Hahne-Kedar Greaves - This piece of Armor is on the final platform on the right (from the direction you entered). A Medkit and Datapad can be found here as well.
- Medkit (See above)
- Datapad - XP (See above)
- M-97 Viper - This Sniper Rifle is on a stack of crates in the dead center of the base. There is a Datapad here as well.



- Datapad - Credits (See above)
- Datapad - XP This is on the first platform on the right as you enter the base.
- Pistol Magazine Upgrade I - You can find this Weapon Mod on some crates just past the building with the Turians in charge of the base. A Datapad is here too.
- Datapad - Credits (see above)

- Armax Arsenal Shoulder Guard - This is in the building on the right side of the camp just past command. It's next to a Weapon Bench. A Weapon Mod can be found here as well.
- Pistol Piercing Mod - See above.

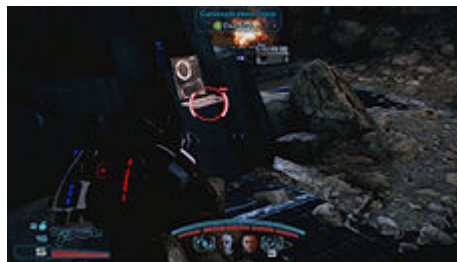


Now that you've acquired a bunch of Weapon Mods and Weapons, use the Weapon Bench in the base to swap out weapons and modify them for the upcoming battle. It's intense.



Meet up with General Corinthus and he'll tell you your contact is dead. You need to repair the Husk-infested Comm Tower on the other side of the base gate.

Fight through the Husks and, once you get to the tower and activate it, you'll have to reduce your team by half (only temporarily). Send one Squad Member up the ladder in the cutscene and the other will remain to fight with you.



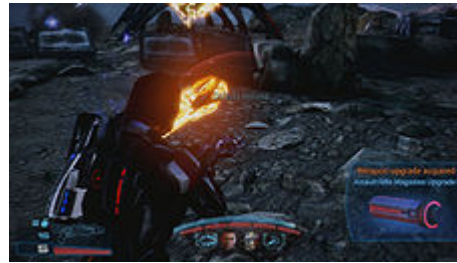
The only enemy type you'll encounter while defending the tower are the mindless Husks. Keep strafing and hit them with close-combat moves and Shotgun shots and it will be over after a few waves.

Return to camp and Garrus Vakarian will join your party, at the expense of whomever you chose to fix the tower. Assign Garrus squad points as needed and then move out. Make sure you give him access to Proximity Mine and Overload.



Head back to the airfield.

- Assault Rifle Magazine Upgrade - Pick this up as soon as you leave the camp and return to the airfield.



The Marauders here have Shields, so Garrus's Overload will be incredibly useful at zapping their blue life bars. Hang back behind the barriers and you can take out approaching Husks by melee attacking them from cover.



After this battle, return to base again. A large mounted turret at the top of a ladder at one end of the base is your goal.

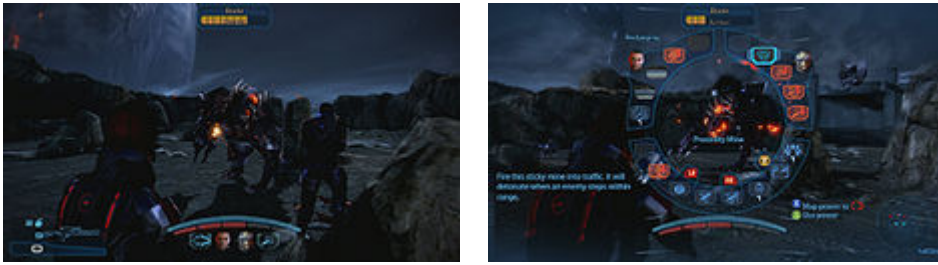
Using the turret is easy, but you need to watch your ammo supply. Anticipate running out of ammo with frequent reloads between Husk waves.



After the turret sequence you will face your first Brute. The most important thing to remember is to keep your distance. Stay behind cover and roll out of the way when it nears you. If it hits you, your shields will evaporate. Hit it with Grenades and other explosives. Armor Piercing Rounds and Disrupter Ammo are good to help reduce the armor, but explosives can momentarily pause the

creature, giving you valuable time to get away.

The Brute charges in straight lines, so you can always move perpendicularly to its motions.



Follow Garrus down the path to General Victus. He'll talk about his homeworld on the way.

- Datapad - Credits. Pick this up in the middle of the path after you hop down the ledge.
- Sniper Rifle Spare Ammo I - When you come across several Turians on the path, pick up this Weapon Mod next to them along with a Medkit and Datapad.
- Medkit - See above
- Datapad (Credits) - See above
- Medkit - Just before the second camp, while you discuss Krogans with your Squad, this is in the middle of the path.



The next area features Marauders, Cannibals and no less than 3 Brutes. This is the final battle for the Mission. Amidst the carnage you can pick up some goodies:

- Sniper Rifle Enhanced Scope - Along the left side of the buildings is a Medkit and a Weapon Mod.
- Medkit - See above.
- Medkit - This is just a bit further down from the last Medkit on the same side of the area.
- Reaper Blackstar - This one-use weapon is amongst some crates in front of a building on the left side of the area.



The Reaper Blackstar should help you deal with the Brutes, so go for that when the pair appears. As soon as you enter the area, however, you can fall off a small ledge and snipe at the first Brute you

see from a great distance. This should help immensely. Remember that a barrage of explosives from you and the Squad can help slow the Brute down and kill it.



With the last enemy dead, the ending cutscene will play, so loot the area.

Post-Mission Rundown

- You will get 12500 Credits for completing this mission.
- You can talk to Hackett immediately after you gain control for an update.
- Garrus is now in the Main Battery on the Crew Deck. Talk to him to unlock Armor Piercing Rounds



- Victus is now in the War Room in the CIC.
- As soon as you leave the War Room you will find out that EDI is Offline
- You can now return to the Citadel for several Citadel Missions and access to new places, Purgatory and Presidium Commons. Your email should include messages from Aria T'Loak in Purgatory, and Jondum Bao, who is in the Citadel Embassy.
- You can check in on Ashley/Kaiden. An email should reflect this.

EDI is Offline

Before you can leave Palaven, you'll have to solve a problem with the ship's AI, EDI. To see what's up, enter the AI Core in Medical on Normandy's Crew Deck. A cutscene will occur once you enter Medical.

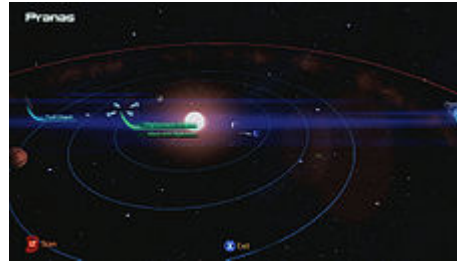


EDI has taken control of Dr. Eva's body, which was unceremoniously dumped in the AI Core. You can now use EDI as a Squad Member!



Priority: Sur'Kesh

Head to the Annos Basin and cruise from the Mass Relay in the Pranas system to the small diplomatic ship fleet by the sun.



The Salarian and Krogan diplomats will argue in a cutscene, the latter of which will be Urdrnot Wrex if you didn't kill him in Mass Effect. If you did kill Wrex, his brother Urdrnot Wreav will appear in his stead. There is one Renegade Interrupt moment in this conversation.



- See also *Character Save File Guide* for other game-affecting decisions from previous games.

Sur'Kesh

Recommended Loadout and Squad

- This is a perfect opportunity to get to know your latest Squad Member, EDI.

Mission Enemies

- Assault Trooper
- Guardian
- Centurian
- Combat Engineer
- Turret
- Atlas Mech

Deal out Power Points before starting this mission. Follow Padok Wiks to the panel at the far end of the loading bay when you start the mission.



Easter Egg: Feces Analyzer

You can activate a panel along the edge of this area a number of times to hear about a dozen unique responses from a Salarian at the controls. He eventually advises you to get your own Feces Analyzer.

Head into the green panel door after talking to Padok. You will meet with Mordin Solus here if he survived the Suicide Mission in Mass Effect 2. You can win some Paragon/Renegade points in the ensuing conversation -- up to 6.

- *For more on Mordin and Maelon's cure, you can check out the Character Save File Guide.*
- There's a **Research Log** you can read up the stairs in the first room after the lights go out for some back story. There's another one in the lower area.
- There is an Assault Rifle Extended Barrel mod in a bookcase on the upper area, near the Emergency Exit.

After accessing the elevator, a bomb will detonate. Cross the room and use the other door. Once outside Cerberus will confront you. The Assault Troopers are easy targets, especially in this area with a good deal of cover. You can hang back and snipe them easily.

- Shotgun Blade Attachment - Pick up this Weapon Mod along the right wall as you traverse the first external area with enemies.
- A **Research Log** along the right side of the first area with enemies discusses the Yahg as a Salarian bio weapon.



When you enter the next green panel door a Yahg will burst out of a door. The way is blocked by fire, so hop over the short wall and leap over the gap to continue.

- Shotgun Spare Ammo - After the Yahg jumps out, you can pick this mod up just on the far side of the gap.



Quarantine Checkpoint 1

In the next area the Pod with the female Krogan will stop and Cerberus enemies will attack it. A Pod Integrity meter will show the damage they inflict on it in real time. You can stop the nearby Cerberus enemies from harming the pod by rushing it.

- Datapad (Credits) - Across from the Pod is a Datapad.



Head to the rear of the area and take out enemies immediately threatening the pod before doing anything else. Now, clear out the remaining enemies, including a Centurian with regenerating shields. His blue health bar can be depleted with Overload among other things.



Move through the checkpoint and a dropship will appear with more Cerberus enemies. The next area contains another Centurian and many more Troopers.

- Pistol High Caliber Barrel - This is on the shelves on your left as you traverse the external area just after Checkpoint 1.

At the top of the stairs you will encounter two new enemy types, Combat Engineers and their deployable Turrets. Overload and other Powers can reduce the blue shields, but fire-based Powers like Incinerate work best on the yellow Armor bars.



If you don't fully take out a Turret, an Engineer will repair it, so beware. The Turret's weapon fire is powerful too, so stay far away and behind cover while you attack.



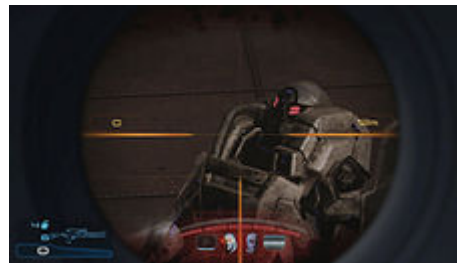
- Spare Parts (Credits) - Salvage a panel along the inside wall for some Credits.

The next door requires you to stand in front of it while a scanner scans you for a few seconds. Don't leave the beam or it will reset and the door won't open.

- Medical Station - On the other side of the scanning door is a Medical Station.



The next room has two floors. Direct your Squad Members to stay put on the first floor while you travel to the top. Clear it out and you may be able to drop down behind a pair of Guardians that appear armed with shields.



Return to the ground floor for some very awesome loot before leaving through the door on the top floor.

- Armax Asenal Greaves - In the destroyed lab with two floors and the first Guardians, this is on a lab table on the bottom floor.

- Sentry Interface - This is behind the ladder in the back of the same area.



Quarantine Checkpoint 2

After all the enemies are gone you can bypass the door on the second level. The next checkpoint is here. Quickly dispose of the enemies and then loot the area. You'll notice the Pod Integrity meter has returned and it is not refilled. It's very important to stop enemies from damaging it in the rear of the area.



You now need to activate a Power ;**Terminal** that's in a dead end past the Quarantine Checkpoint. While doing this, make a sweep for some very nice loot in the area, including two very unique weapons you don't want to miss.

- M-13 Raptor - Just as you enter the area with Quarantine Checkpoint 2, turn right and you will find a balcony with this Sniper Rifle on it. This unusual Sniper Rifle can fire shots without reloading at the expense of damage.
- Pistol Scope - You can pick up this Weapon Mod in the red-lit area on the inside portion of Quarantine Checkpoint 2.



- A **Research Terminal** is nearby the Pistol Scope as well.
- Medical Station - Back by the Power Terminal switch in the rear of the area is a Medical Station.
- Scorpion - This incredibly useful Heavy Pistol is on the ground in the back area with the Power Relay switch you must hit. It's very easy to miss, but the cool sticky shots it fires make it a great addition to your arsenal. However, where it REALLY comes in handy is as a weapon for a Squad Member. With the Squad Member's great accuracy and essentially infinite ammo, this

will make for some excellent backup.



After turning on the power another wave of enemies will attack. After this, you can activate the Quarantine Checkpoint -- and then ANOTHER wave comes.



A door adjacent to the one you used to enter the area leads to a new area. Hop over the gap and go up the stairs to the final checkpoint.

Quarantine Checkpoint 3

Two Centurians will rush you here while the other enemies take shots at the Female Krogan. Focus on the Centurians from the safety of cover above the area. Your Pod Integrity should hold out until you can get to the lesser enemies around the door. Throw everything you've got at them but **SAVE YOUR GRENADES** if you have them.



Atlas

The Atlas Mech is a massive, dangerous enemy. A direct hit from its missile launchers will take your shields out completely.



The pod holding its driver is vulnerable, and you can actually shatter the pod and kill the occupant -- later in the game you can even hijack the mech, but you can't at this juncture. Focus on using the right powers to take out first its Shields (blue) and then its Armor (yellow).

Note that throughout the first any type of grenade you may have handy will stagger the mech and do some damage. They are very, very useful.



Use things like Overload and Disruptor Ammo to get through the Shield. After this you can turn to Incinerate, Warp, Warp Ammo, Armor Piercing Rounds and Incendiary Rounds to get through the tough Armor. As mentioned above, once you get it down to just armor, you can shatter the pod and then snipe the occupant if you wish. Deplete the yellow armor meter and the mech will fall.

Unfortunately, there are still plenty of enemies that remain for you to eliminate. They are merely Assault Troopers, but don't get cocky! The mission will end after they are all disposed of.

Post-Mission Wrap Up

After Priority: Sur'Kesh you can start a number of Side Quests among other activities.

- You can now start the Side Mission Turian Platoon, talk to the Turian delegate in your ship's CIC for more information.
- You can now start the Side Mission Attican Traverse: Krogan Team, which becomes Attican Traverse: The Rachni when you talk to the Krogan delegate in your CIC for more information.
- Talk to Specialist Traynor to start the Grissom Academy: Investigation Side Quest, which becomes Grissom Academy: Emergency Evacuation when you investigate it.
- Talk to Specialist Traynor to start the N7 Mission N7: Cerberus Attack
- You can now visit Miranda Lawson on the Citadel, in the Normandy docking area (if she survived Mass Effect 2). Check your Private Terminal for a message from her.
- You can now visit Ashley/Kaiden again in Huerta Memorial and hear about his/her status as a Spectre.

Priority: Tuchanka

Warning: Before you begin

The conclusion of this mission leads directly to Priority: Citadel 2. When this happens, a number of optional quests will be closed: you will not be able to either start and/or complete them, and you will lose out on any credits, experience, war assets, or reputation associated with them. So before starting this mission, complete the following quests if you plan to do them:

- Benning: Evidence
 - Citadel: Alien Medi-Gel Formula
 - Citadel: Barla Von
 - Citadel: Biotic Amp Interfaces
 - Citadel: Hanar Diplomat
 - Citadel: Improved Power Grid
 - Grissom Academy: Emergency Evacuation
 - Ismar Frontier: Prototype Components
 - Tuchanka: Turian Platoon**Tuchanka: Bomb
- If you have completed Tuchanka: Bomb, Tuchanka:Turian Platoon will not show up in your journal.

Start

Go to the Krogan DMZ and then to Tuchanka in the Aralakh system. In orbit around Tuchanka, choose the Shroud Facility to begin this mission.

Mission Details

Recommended Loadout and Squad

- Bring a Shotgun for the initial Husk fight. Be sure to level it up on the Normandy beforehand!
- The Scorpion can be very useful in taking out the Brutes and Ravagers

Mission Enemies

- Husk
- Brute
- Ravager
- Marauder

Rewards

- 25,000 credits

- Eve will live or die based on a decision in Mass Effect 2 involving Maelon's data. See Character Save File Guide. This affects the War Assets, specifically Krogan Clans, which will have a lower rating if Eve dies.
- Your War Assets will have new entries for Krogans: Urdnot Wreav (25), Krogan Clans (250 or 300) and Clan Urdnot (300).
- Your War Assets will have new entries for Turians: Turian 43rd Marine Division (90), Turian Seventh Fleet (90), Turian Engineering Corps (110)
- Your War Assets may have new entries for Salarians.
- The N7: Cerberus Abductions and N7 Cerberus Fighter Base Side Missions will become available at the end of this mission.

Walkthrough

Much happens aboard the Normandy before this mission commences. The Salarian Dalatrass Linron offers you a chance to sabotage the Genophage cure. Skip the boxes below if you want to avoid spoilers. Here is how this plays out:

If you choose the Paragon route to cure the Genophage, you will gain the support of the Krogan and Salarians as War Assets and Mordin Solus will be sacrificed and, much later, Urdnot Wreav/Urdnot Wrex.

- Wrex/Wreav survive. Mordin dies.
- You will have less Salarian support.
- You will gain more Krogan support.

If you choose this Renegade-heavy route you will be forced to make a series of decisions throughout the quest to trigger it, including keeping the secret from Eve and performing an Interrupt at the very end where you get the chance to kill Mordin.

- You will get the full support of the Salarian fleet as a War Asset.
- Things play out well with the Salarians and Krogans supporting you until near the end in which Wreav/Wrex finds out about the deception. You can kill Wreav/Wrex at this point with an Interrupt and then lose a bit of Krogan support as a War Asset.
- You may be able to preserve Mordin if you have Wreav instead of Wrex and Eve dies (see end of page).

As soon as you touch down on Tuchanka you will face an onslaught of Husks. The best way to handle them is to strafe around the area with a Shotgun. Use your Squad powers when you get trapped, but otherwise the shotgun should be all you need.



You will then board a shuttle to a new area. After you make your decision whether to inform Eve, the female Krogan, of the Salarian plot, you can get up to +21 Paragon or Renegade points.

- Shotgun Smart Choke - This Weapon Mod is on the ground by the kneeling Krogan working on the vehicle.
- Death Mask - This Body Armor is found by the kneeling Krogan.
- Pistol Melee Stunner - This is in the same place as the above two items.
- Pistol Magazine Upgrade - This Weapon Mod is near the other items but by another vehicle.
- Medkit - On the ground by the edge of the area with the cars you can score a Medkit.



Collect all the loot in the area before talking to the Krogan scout. After talking to the scout you can collect some more loot after the cutscene.

- Graal Spike Thrower - This Shotgun is leaning up against the railing at the edge of the area. This weapon is not recommended for this level.
- Medkit - Another Medkit can be found on the dead Krogans.



Now, cross the gap to enter the dark doorway where the Krogan vehicles once stood.

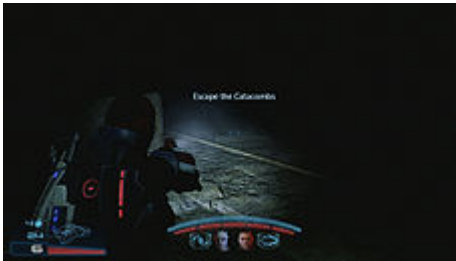
The Ancient City Tunnels

As you head into the dark tunnels you may be bewildered by the many twists and turns. Really though, there are two tunnels leading down to the same place.

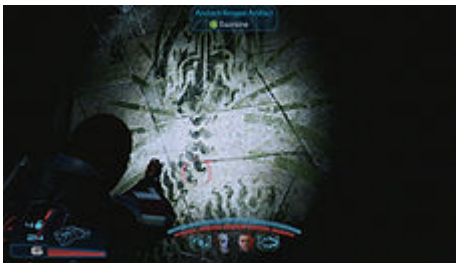
- Credits - You can interact with a Krogan Artifact on a wall covered in hieroglyphics for a hefty supply of Credits. When you first hear about the Thresher Maw at the bottom of the initial

descent, hug the right wall and you can find a door leading to this Artifact.

- Credits - Another Krogan Artifact shows a depiction of a Thresher Maw, and also provides some credits. It is on the same level as the last one and will require some poking around in the dark to find it.



Soon you will find a Ravager corpse at the bottom of the stairs. Note: If you haven't completed the Attican Traverse: The Rachni this cutscene will be different. Head up the stairs here.



Once you are back outside a few meteoric barrages will drop Ravagers and Cannibals. The Ravagers have tough Shields and fire highly damaging shots. If you are hit by their missiles your own shield will evaporate.



Stay far away and behind cover to deal with them. You can pretty much ignore the Cannibals and focus on the Ravagers for now. If you stick them with Viper shots or use Armor Piercing Rounds they go down easy.

Jump across the gap in the bridge ahead. In the next area you encounter a Brute, but you can handle it much better if you keep your distance. Hang far back on the bridge and snipe the Cannibals. Inch forward until the Brute appears and, while it's still ambling out of the doorway ahead, pummel it with everything you've got. Hopefully it won't get a chance to go on the offensive.



You will eventually come to a large area with a doorway flanked by large Krogan statues. Between these pour several Cannibals and a pair of Ravager. Run to the small, raised area and take cover behind the low wall facing the Ravagers and fire at them. The Cannibals should ignore you, but the Husks won't!



Take out the Cannibals quickly so you can run around and hit the Husks with your Shotgun. Now, cross the bridge. A cutscene with the Thresher Maw destroying the bridge shouldn't stop you. You can cross a narrow gap on the right side by leaping it.



Cross the large plaza with the Krogan statues and then you'll come up more Cannibals and Husks. This time a pair of Marauders join them. Just be sure to have your Shotgun ready for the Husk onslaught while you work the Marauders Shields down.

- SMG Scope - Before leaving the area with the first Marauders, search the platform with the large Krogan statue for this Weapon Mod.
- Assault Rifle Extended Barrel - As you leave the area with the Marauders you climb a set of stairs. On the first landing, under the depiction of the Thresher Maw, you can pick up another Weapon Mod.

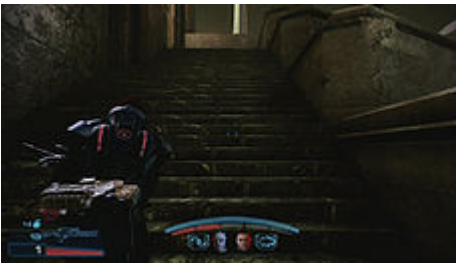


Head up the stairs and then to the edge of the platform to initiate a cutscene.



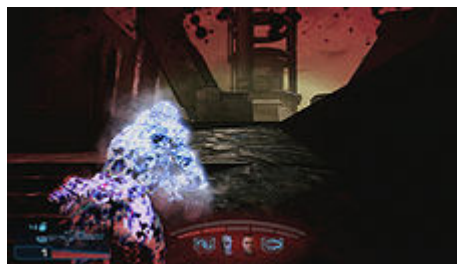
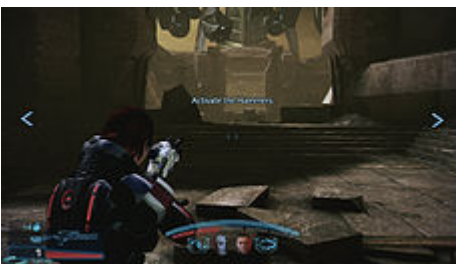
After the cutscene concludes take cover and fight off more Cannibals. Head up the stairs and cross the bridge by leaping the gap..

- M-5 Phalanx - After the cutscene you will face a dozen Cannibals. Climb the stairs and, at the top you can find this Weapon Mod.



The Hammers

The angry Reaper above you may be distracted, but its legs can still deal a massive amount of damage. Luckily, you can wait for them to plunge down and then run past them.



The goal of this scene is to activate two spots, one up some stairs on the right and one just across from it on the left. Each hammer has a Reaper leg guarding it that can crush you.

Unfortunately, the Reaper is the least of your worries here, as a half-dozen Brutes also appear to shake things up. It is definitely possible to activate both hammers without fighting the Brutes. That said, this is much easier if you are an Infiltrator with Tactical Cloak, since you can slip past the Brutes undetected. You still need to pause to avoid the Reaper legs guarding each Hammer, however.



If you choose to fight the Brutes, they should stop spawning eventually (there are at least 5) making the Reaper legs all you have to avoid.

After the Hammers are activated you will be privy to a long chain of cutscenes. In these many things can happen based on your decisions, and two characters can die.

- Eve's death depends on a decision from Mass Effect 2, and if you don't import a save the default effect will be her death.
- Mordin will die no matter what decision you make if Wrex is in your game. If Wrex is the clan leader, Eve died and you have sufficient reputation, you can convince Mordin to walk away and survive -- but the genophage will not be cured.



You should experience your second dream sequence after this mission.

Video

Priority: The Citadel 2

To begin this mission, head to the Citadel. You won't be able to dock normally, as a cutscene occurs.

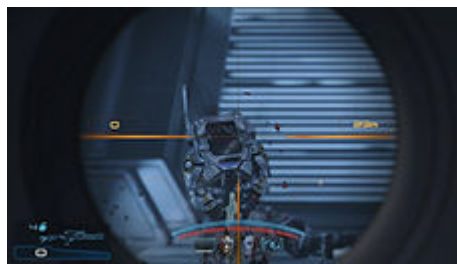
Recommended Loadout and Squad

- This level is filled with Cerberus enemies. Bring either Garrus or James for their high-damaging Powers. Liara and Garrus are a perfect combo.
- Warp Ammo and Disruptor ammo are essential for enemies with Barriers and Shields.
- Several sections in this level are perfect for Sniper Rifles, and you'll definitely want to have a Sniper Rifle on hand to hijack an Atlas.

Mission Enemies

- Assault Trooper
- Guardian
- Centurian
- Combat Engineer
- Atlas
- Phantom
- Nemesis

The shuttle bay is loaded with Shields of all types. Note that there are Shield Pylons at the far end of the room where the enemies first come from that will give everyone Shield boosts. You can destroy these if you are really having trouble with Shields.



The Combat Engineers should be removed quickly as they will make repairs to other enemies. The best strategy for this large room is to use a Sniper Rifle to pick off each enemy as he enters from the opposite side.

Talk to Commander Bailey sitting against the wall at the far end of the room. After the cutscene he'll be able to communicate with your Omni-Tool.



Continue through two green panel doors and you'll come open two unsuspecting Assault Troopers. Snipe them and then turn left. Two Guardians with combat shields will come at you while an Engineer keeps a Generator active at the top of the stairs. You can destroy the Generator from the bottom of the stairs on the right side.



Med Kit - This is just at the top of the stairs on a counter to your right. Assault Rifle Piercing Mod - You can find a Weapon Mod on the same counter.

Continue through a few doors and you'll come upon a locker room with sprinklers gushing water. Get the drop on the two Guardians here and kill them before the turn around with a combination of Squad Powers and sniping.

- Recon Hood - Just to the left as you enter the locker room is a piece of Body Armor.
- Medical Station - This is on the wall before you exit the room.
- Check bathroom for Assault Rifle and credits



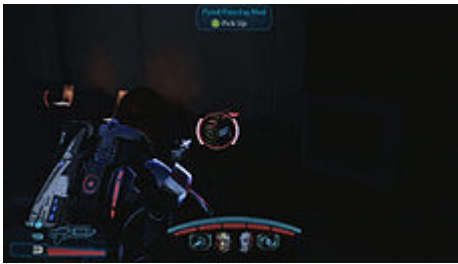
Kill the Cerberus agent messing with the elevator controls. Shoot the latch off the box (aim carefully) and then activate the panel to bring the elevator down. There is a Weapon Bench here if you need to use it. Don't leave without loot!



- Sniper Rifle Extended Barrel - This useful Weapon Modification is on a shelf by the elevator door controls.

The next room is filled with corpses and some good loot. Leave the locked door on the left for now; you can access it shortly.

- Pistol High Caliber Barrel - On the left side of the hall is a room you can enter freely. Pick this Weapon Mod up inside.
- Securitel Helmet - See above.
- Pistol Piercing Mod - On the right side of the hallway is a dark area with this Weapon Mod.
- M-25 Hornet - This Submachine Gun is on the floor on a corpse in the central hallway just before the malfunctioning door.



You can bypass the malfunctioning door by entering a hallway to the right. Here you can access the "Door Controls" to open a locked door near the room's entrance.



- M-358 Talon - Access the Door Controls to open the locked door in the C-Sec office entryway. The Door Control panel is just past the malfunctioning door leading to the next area. Head back to the locked door to pick up this Shotgun-like Heavy Pistol
- Salvage - You can salvage a security terminal for Credits before leaving the area.

Stealthily kill the pair of Cerberus operatives in the next hallway and enter the door. In this kitchen area, many Cerberus enemies will stream in. There isn't much cover, so keep a good distance between you and the enemies.



- Salvage - You can salvage a pad on the kitchen counter for some Credits.

- Medical Station - There is also a Medical Station in the kitchen.
- Sniper Rifle Piercing Mod - This can be found just before the entrance to the Executor stairway.
- Medical Station - See above.



In the Executor's office a long series of cutscenes with Kai Leng will occur. Afterwards you will face two new enemy types, the Nemesis and the Phantom. The Phantoms should always be a priority as they will rush you much like a Husk. Unlike a Husk they are intelligent and will take cover and cloak when their Barrier is reduced. Consequently, taking the offensive and hunting them down with a Shotgun is a good strategy.



The Nemesis enemies are snipers that stay far away. They can target you in under a second with a shield-reducing blast, so ALWAYS stay in cover when you spot one. The best way to eliminate them is to turn your own Sniper Rifle sights in their direction.



Leap across the ledge to the next section of the Citadel. Here there are a few parked cars making it close quarters for sniping. Pull out your Shotgun here and keep on the move. You should be able to clear out the Nemesises and Phantoms in this manner.



You will hit a dead end at a locked door. Follow the waypoint by hopping over the wall. You can then

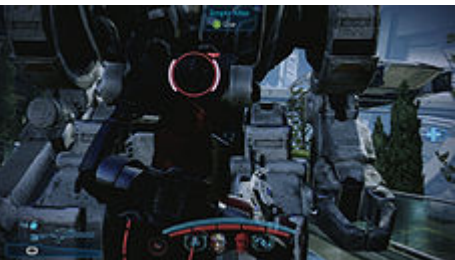
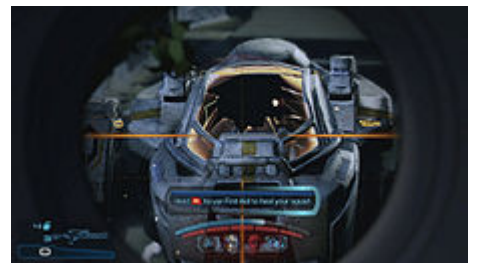
clamber through a narrow passageway and leap a gap to continue on the perimeter of the structure.

- Data Pad (Credits) - After leaping the gap, salvage the pad on the platform to your left for some Credits.



Achievement / Trophy: Hijacked

Equip your Sniper Rifle and you can hijack the Atlas in the next area. Just keep pummeling the glass covering its pilot. Once you reduce its Shields fully, and its Armor about half way, the glass will shatter. At this point you can shoot out its occupant. Use the mech to kill the few remaining enemies.



The elevator Commander Bailey calls appears at the top of the stairs. In the elevator shaft, the elevator you are pursuing will appear beside you. Shoot the devices on its underside and it will plummet below. Equip a Shotgun and take cover. Phantoms will soon arrive, and they are especially dangerous in these close quarters.



You will have to repeat this process once more. Shoot out the devices below another elevator and Cerberus enemies will land on your platform. After this, leap across the gap to the adjacent elevator when given the chance.



The final cutscene can play out in a number of ways. During the conversation with Ashley/Kaidan and Udina, you will be given two Interrupt points, one Paragon and one Renegade. The Renegade choice allows you to shoot Udina, but he'll die even if you don't pull the trigger, so do not worry about that.

You will also be given two dialogue options that are only available if you meet certain Reputation requirements. Note: If you haven't visited Ashley/Kaidan and chosen kind dialogue options, he or she may die here.

Even after the cutscene concludes, the Mission is not quite over. Leave C-Sec and head back to the Normandy. You can now talk to Kaiden/Ashley and recruit him or her for your Squad. You can also choose NOT to recruit him or her. It's up to you!

Post-Mission Wrap Up

- You will get 12,500 Credits for completing the mission.
- You will unlock the Mesana: Perseus Veil Side Mission from Liara after the mission concludes.
- You will get the Arrae: Ex-Cerberus Scientists just by talking to Specialist Traynor aboard the Normandy.
- Talk to your Doctor to begin the Citadel: Medical Supplies
- Check your personal terminal to start the Citadel: Volus Ambassador Side Mission.
- You will get Asari War Assets, including Asari Science Team (90), Asari Second Fleet (90), and Asari Sixth Fleet (90)
- You will get the Citadel Defense Force War Asset (10)
- You can unlock the Defense Matrix Bonus Power by talking to Edi by Joker on the CIC.
- You can unlock Liara's Bonus Power, Warp Ammo by talking to her in her quarters. You can equip bonus powers in the Medical Bay.

Priority: Geth Dreadnought

You can start the **Priority: Geth Dreadnought** Mission (Note: This is originally called Priority: Perseus Veil) by going to the Far Rim and navigate to the Quarian Envoy Ship in the Dholen system.

After the cutscene with the Quarians, you will have Tali as a Squad Member, provided she survived Mass Effect 2 on your imported save. Tali will also appear on non-imported save games. Note that the decisions you make in this cutscene affect dialogue during the next Mission: Whether you pursue a path in which you help the Quarians escape or help them destroy the Geth will change minor tidbits of dialogue.

- "See Character Save File Guide for more on importing saves."

Head to the newly available Perseus Veil cluster and, in the Tikkun system, enter the Geth Dreadnought's orbit.

Recommended Loadout and Squad

- You must bring Tali if she is in your game, and her Sabotage is an essential tactic against Geth enemies. Bring another character with good tech powers. Garrus's Overload, for instance, is a great choice.
- A Sniper Rifle is of great use against Geth Hunters.

Mission Enemies

- Geth Trooper
- Geth Rocket Trooper
- Geth Hunter
- Geth Prime

Be sure to upgrade Tali's Powers before leaving -- especially Sabotage and Combat Drone. The docking tube may be disorienting, but whenever you reach a gap that seems like a dead end, simply walk up the walls of the tube to find a path.

You can criss-cross all the way to the Dreadnought in this manner.

- Shotgun Smart Choke - This well-hidden Weapon Modification is just to the left once you enter the Dreadnought. You'll have to climb over some rubble to get it before climbing the ladder.

Climb up the ladder in the hole in the hull and you can leap a gap to reach a green panel door. This leads to an air lock. Climb the ladder in the large room and you can access the panel that allows your Squad to join you.

- Arc Pistol - Tali sets this Heavy Pistol down in the cutscene; you can pick it up afterwards. This weapon disables Geth Shields, but is not an ideal replacement for your Heavy Pistol if you are using a useful one like the Scorpion.

In the next room you'll get the Operations Center marked on your HUD. You'll have to use the Bridge Controls to continue through the Geth ship.

- Sniper Rifle Enhanced Scope - On the way to the Operations Center you can pick this Weapon Mod up on a control panel.

The first Geth appear after you hit the Bridge Controls at the dead end of the pathway. The Geth Troopers are the grunts of the Geth forces. They are easy to destroy and offer little threat. The Geth Rocket Troopers, however, not only pack jetpacks, but fire rockets that will reduce your shield instantly upon contact.

Rocket Troopers have Shields as well. Overload and Disruptor Ammo are good choices, and a Sniper Rifle can keep Geth Rocket Troopers at a distance in which you can avoid their rockets. Rocket Troopers are an ideal candidate for hacking, though. You can Sabotage them immediately and let them take out their unwitting cronies.

- Geth Data (Credits) - Between waves of the Geth you will navigate a curving catwalk. A computer panel here can be salvaged for Credits. It's just before the green panel door.

Enter the green panel door at the end of the hallway. Here you can move through a few rooms filled with data panels.

- Archon Visor - Just on the other side of the green panel door is a Body Armor piece. You can also get some back story by accessing the panels in this room.
- Geth Pulse Rifle - This is in the second room you traverse with no enemies just before the Op Center.

In the large chamber before the Op Center you will encounter Geth Hunters, cloaked Geth with Shields and a penchant for rushing your position. If you can't snipe them from afar, a good Overload attack will take down their cloak. Spray a Shotgun blast at their shimmering essence can work well too.

- SMG Scope - At the opposite end of the large room from where you enter is a Weapon Mod on the raised area. It's near the Operation Center Controls.
- Geth Data (Credits) - This is just on the other side of the controls.

After accessing the controls more Geth will stream into the room. Note that Tali's Defense Drone Power can help keep the Geth Hunters off your back. It will zap them and make them visible when they near Tali. Stick by her and you can pick them off as they close in.

Head out the door the Geth used to enter and down the ladders.

- Geth Data (Credits) - A console at the bottom of the second ladder contains Credits.
- Med Kit - At the bottom of the ladders, by the green panel door, is a Med Kit.

The long hallway you come to that leads to the core has periodic shockwaves that will zap your shields. You can stay in cover to avoid it, but it's a good idea to learn the audio cues that mean a shockwave is coming.

- Geth Data (Credits) - On the left side of the shockwave tube is a lower area with a panel you

can salvage.

The tough barrage of Geth in this tunnel should be dealt with at a great distance. Use a Sniper Rifle and Sabotage if you have them. You can climb to the upper area on the right side to get a break from the shockwave, but there are many ways for the enemies to flank you here. Note that your AI Squad will most likely repeatedly stand in the way of the shockwave and perish.

To avoid this, place them in cover spots with the D-Pad and hope that they stay put. The controls to the shockwave weapon are at the far end of the tunnel. Shut them down to move on.

In the next hallway you must sprint towards the far end, leaping the gaps as you do so. If you don't get moving right away after the cutscene ends you will automatically get vaporized and you'll have to start the small segment over.

The next stretch is similar to the last, but shockwaves come in pairs. Hang far back in cover and pick off the dozens of Geth that come at you. Only proceed from one cover spot to the next when the Hunters are gone.

At the end of the hall is a ramp on the left side that leads to a door you can interface with. This leads to the elevator to the Core.

- Geth Data (Credits) - Salvage the Geth Data before getting on the elevator platform.

In the elevator shaft a pair of Geth will fire at you. After this short scene you must sprint to reach Tali and climb to safety.

- Med Kit - A Med Kit is at the top of the elevator shaft.

In the core you will find Legion if you imported a save with him still alive at the end of Mass Effect 2. If you started a new game or Legion died, you will see a stand-in called the Geth VI. There is another Geth Data (Credits) and an Assault Rifle Precision Scope I here as well.

Ride the small platform up to the Hardware Blocks and activate the panel.

The next fight features a Geth Turret and, worst of all, two Geth Prime. These towering Geth move slowly but fire extremely dangerous projectiles. They also call drones to assist them and pack a powerful set of Shields and Armor that will require you to use your Powers carefully.

Sabotage won't work well on the Geth Prime, so use it on the Rocket Troopers to turn them against the others. The main problem with this area is poor visibility, so stay on the high ground and, if you find a good cover spot, just take your time eliminating the many threats.

You must kill all of the Geth in the area to proceed -- as you do so the Quarian Fleet will begin firing on the Dreadnought. After clearing the room, you will be forced to make a speedy escape via the Hangar.

As you do so many things will blow up. There is a linear path towards the goal, however. At the hangar bay a cutscene will play and the combat portion of the Mission will end.

In the conversation between Geth and Quarian factions on your ship you can instigate an Interrupt moment in the conversation and score some Paragon or Renegade points. It comes after you either discourage (Paragon) or encourage (Renegade) the Quarians to disassemble Legion/Geth VI.

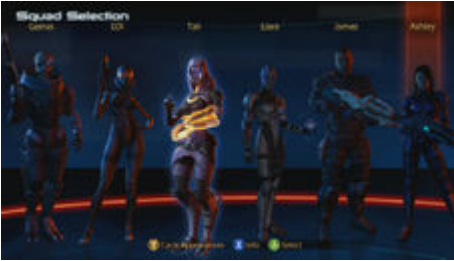
Post-Mission Wrap Up

- You will receive 12,500 Credits for finishing the Mission.
- You will unlock Rannoch: Admiral Koris and Priority: Rannoch for completing the Mission.
- At your War Terminal you can unscramble a distress signal and then talk to Admiral Raan for some Reputation points.
- Pass by Traynor in the CIC to get the N7: Fuel Reactors Side Mission.
- Several Romance scenarios can progress after finishing this mission: Liara T'Soni, Miranda Lawson, Garrus Vakarian and Samantha Traynor will all contact you about meeting on the Citadel or at your quarters. Check your Private Terminal for email messages.
- You can talk to Engineer Adams to begin the Citadel: GX12 Thermal Pipe side quest.

Priority: Rannoch

It is imperative that you complete the Side Missions Rannoch: Admiral Koris and Rannoch: Geth Fighter Squadrons before completing this mission you will no longer be able to later, and it will have consequences for resolving the Geth/Quarian conflict.

If you complete the two Side Missions on Rannoch, you can invite Tali to your quarters before **Priority: Rannoch** and you can get the Energy Drain Bonus Power as well.



For this mission, head to the Perseus Veil and then to Rannoch in the Tikkun system.

Recommended Loadout and Squad

- You must bring Tali if she is in your game, and her Sabotage once again will come in handy, so upgrade it as much as possible.

Mission Enemies

- Geth Trooper
- Geth Rocket Trooper
- Geth Hunter
- Geth Prime

After the opening cutscenes (which you can score some Reputation points from), you will touch down on top of a steep slope. Send your Squad to one side and remain on the other. Stay in cover and snipe the many Geth Troopers below. There are no surprises here.



- SMG High Caliber Barrel - At the very bottom of the slope is a closed door with this Weapon Modification right in front of it.



The way into the facility is a series of ledges and a ladder along the building perimeter at the bottom of the hill. Some **ammo** can be found on this ledge.

Send your team up one ladder and then use the other to flank the Geth Rocket Troopers.

- Assault Rifle Piercing Mod - Climb the ladders to get into the facility and stay to the right. Leap across the gap at the top to get this mod.
- Kassa Fabrication Gauntlets - This is near the Weapon Mod just across a second gap.



Climb the ladder where you encountered the Rocket Troopers. At the top you can gather **ammo** and clamber onto some pipes to proceed upwards.

In the next area, Geth will appear above and below you. The upper path is safer, but if you have Sabotage, hack a group of Rocket Troopers on the lower path and let them take out everyone in proximity while you back them up.



Enter the green panel door at the end of the two-tiered hallway.

- Reaper Tech (Credits) - Salvage this panel to the right just as you enter the green panel door.
- SMG Ultralight Materials - One Geth stands between you and this mod as you enter the catwalks past the green door. Turn left at the fork where the Assault Trooper appeared to get it at the bottom of some stairs.



There are numerous Geth Troopers in the next corridor. Stay in cover and snipe them -- Sabotage can capture entire groups of enemies and turn them to your side temporarily here since the area is so cramped.

- Assault Rifle Stability Damper - On the right side of the corridor with the many Geth is a Weapon Mod.

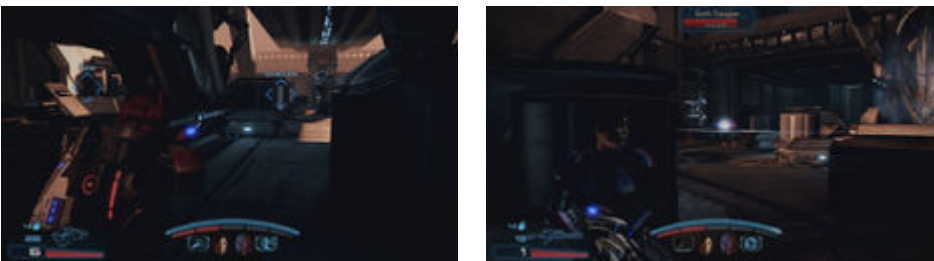


Geth will now appear across a chasm. Deal with the Rocket Troopers first.

- Geth Plasma Shotgun - At the end of the corridor, just before the green panel door, is a weapon.
- Data (Credits) - Salvage the data by the Shotgun for Credits.
- Data (Credits) - Just on the other side of the door is a another Data terminal you can salvage.
- Med Kit - On the other side of the door is a Medkit.



In the next area, your waypoint shows an Override console. Clear the room of Geth first (stay near where you entered so you don't get flanked).



After hitting the console you will have to survive a wave of Geth Rocket Troopers and Geth Pyros. The Pyros are, somewhat ironically, very susceptible to fire. After hitting a second console, a Geth Prime will arrive with two Rocket Troopers. Try to catch them all with Sabotage in the shaft or a

barrage of grenades.

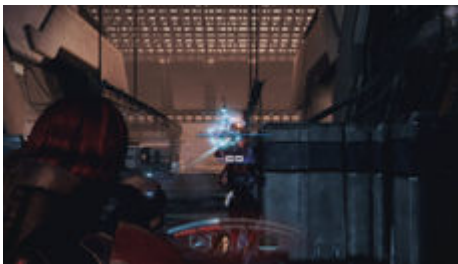
- Med Kit - Search the for a Med Kit by an elevator shaft.



At the top of the elevator you will face 3 Geth Primes in a relatively small area. Luckily, there are 3 Geth Spitfire heavy weapons in the area, one right near the entrance, one by a door on the left side, and one on some crates on the right side.



These will not completely solve your Geth problem, but combined with Sabotage or explosives to stop the Primes from moving in, the Spitfires can be a big help. Note that there are Geth Turrets in the middle of the room, so as you move about, stay in cover or take them out.



Walk to the edge of the outer area. Stand on a ledge here to initiate a cutscene. After this you will have a targeting laser equipped that will call the Normandy for an orbital strike.



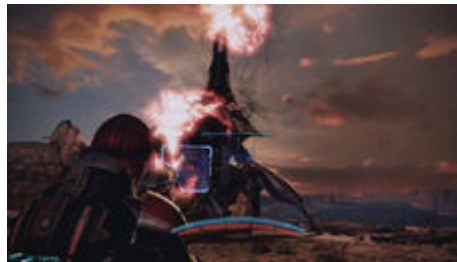
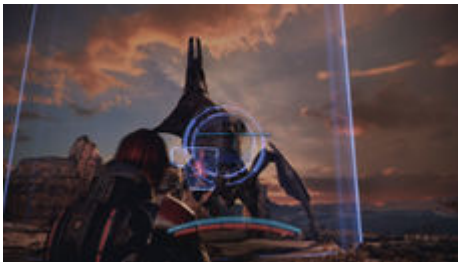
Your target for this is NOT the “Base” marked in the distance, but an open blast door below the ledge you are standing on. Aim from the ledge down at the ring of blue below and hold the FIRE button to summon an orbital strike.

The Reaper Boss

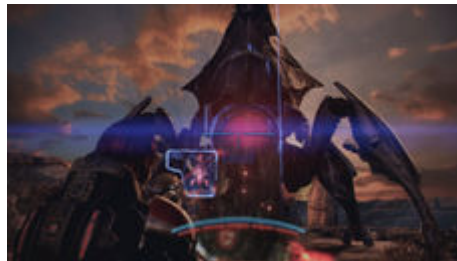
Unfortunately, your target was a dormant Reaper, which is now awake. Sprint to the left around the Reaper to escape its death ray and initiate a cutscene.



You now have to fight a Reaper head-on. Immediately lock on and hold FIRE to hit it once with an orbital strike.

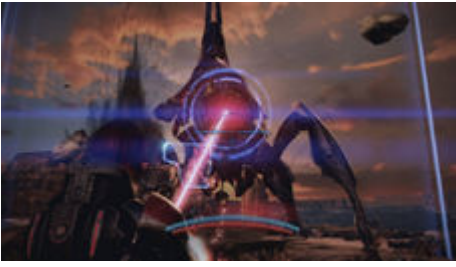


The problem with this fight is that you **MUST** stop to focus the orbital strike beacon (which you activate by holding the FIRE button), but you have to move often to avoid the Reaper's laser.

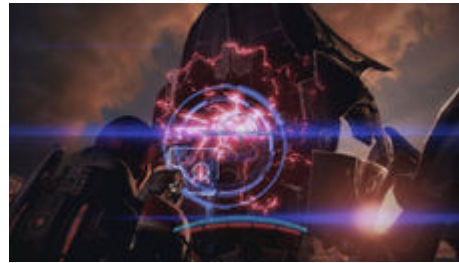


Note that you can roll to avoid the laser mid-focus and pick up focusing the orbital strike afterwards. The easiest approach to this battle relies on one characteristic of the Reaper's firing pattern: If you are moving when the Reaper begins to fire, the Reaper's laser attempts to track you and does not react to a change of direction immediately.

Between the Reaper's laser blasts, position yourself centrally(-ish) and be rolling in one direction when the Reaper begins to fire. As soon as the laser fires, reverse direction. Keep the trigger pressed the whole time and tweak your aim as required.



There are four strikes required, including the first, and each time the Reaper comes closer. After making the last strike, you will enter a slow-motion scene to engage your final shot. Just point, focus and watch the fireworks.



THE Geth vs. THE Quarians



You now have to choose between the warring Quarian and Geth factions. You will get support of one fleet or the other. More importantly, one character will die UNLESS you have imported a Mass Effect 2 save (see below). Note that Paragon and Renegade options here are reversed, or just completely ignored -- it's a complex issue!

- Side with the Geth and the Geth will destroy the Quarians, and Tali will kill herself.
- Side with the Quarians and Tali will kill Legion (or the Geth VI will die).

Peace between Geth and Quarians

If you meet the following (mainly Paragon Mass Effect 2) conditions, AND have four bars of Reputation, then you can choose the Paragon (blue) option in the dialogue and resolve the Geth/Quarian conflict peacefully.

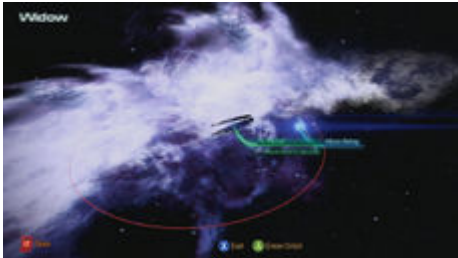
- Have both Tali and Legion alive from an imported Mass Effect 2 save.
- Prevented Tali's Exile in Mass Effect 2
- Resolved the Tali/Legion conflict in Mass Effect 2
- Completed Rannoch: Geth Fighter Squadrons
- Completed Rannoch: Admiral Koris, and saved Admiral Koris
- First side with Tali. When Legion pleads with you to reconsider, you will have both a Paragon and Renegade option. Picking Paragon will restore peace between the two sides.
- You can also side with Legion first and tell him to upload the code. When Tali says that the quarian will be wiped out, the same Paragon and Renegade options will appear. Pick Paragon for peace.

Post-Mission Wrap-Up

- You will get 25000 Credits
- You will gain Quarian War Assets or Geth War Assets (660) depending on your decision.
- You can now complete the Diana Allers romance sequence by inviting her to your quarters for an interview about the Geth/Quarians (check your private terminal).
- Tali is in Engineering. Talk to her for Reputation points.
- If you destroyed the Geth, your choice will have an emotional impact on Edi, check in with her and Joker after this mission for a quick talk.

Priority: Thessia

Priority: Thessia begins as another **Priority: Citadel** mission. Head to the Citadel to get started. Dock at the Citadel Embassies and head to Udina's old quarters.



Talk to the Asari Councillor. If you question her you can win some Paragon/Renegade points.

Recommended Loadout and Squad

- Liara will automatically be one of squad members. Warp will be an asset here so level up Liara's Warp skill and Warp ammo.
- A combination of bionics is also a good choice. If you bring Javik along, more information and conversation will be unlocked in coming cutscenes about the Asari culture and Javik's ideology.
- The Sniper Rifle Concentration Module makes sniping Banshees much easier.

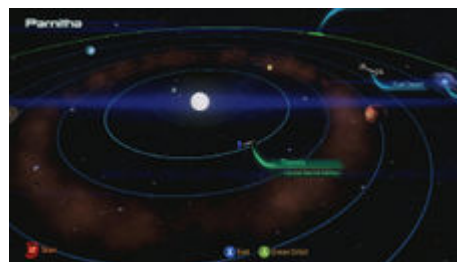
Mission Enemies

Note that you will no longer be fighting Geth in these levels.

- Husk
- Brute
- Marauder
- Cannibal
- Banshee

Walkthrough

To begin **Priority: Thessia**, travel to Athena Nebula cluster, and land on Thessia. Watch the cutscene and select your crew (Liara is a default member for this mission).



After you customize your weapons and crew, you will enter *Thessia*. During the next cutscene, you will discuss with Liara. Your conversation will increase the amount of Paragon/Renegade Points by 2.

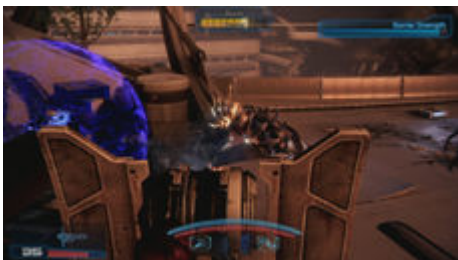
Thessia is a war-zone, so expect multiple enemies. Your first objective is to find the Temple. When you reach the drop-off point, head forward down the ramp, and you will see some boxes on the ground.

- Umbra Visor - Pick up **Umbra Visor** and the **Supplies** (Credits) near the sustaining pillar, for 4500 Credits. Now turn around and talk to Lieutenant Kurin.

During this conversation the barrier protecting the outpost will fall, and you must hurry and defend the Asari. Using the mounted gun on the right side of the entrance, take out all Brutes (up to 6), and the Husks that attack the Asari. Don't let the human barrier fall and reload between waves.



Pay special attention to the barrier bubble itself -- Husks like to slip past you and attack it. When the attack is stopped talk to Kurin again, and press her with questions for more Paragon/Renegade Points.



Your new objective is to reach the *Outpost Tykis*.

Push forward and take out the Marauders that appear on the bridge. Eventually, you will reach a demolished building. Enter, then turn right and advance. When you exit, you will have the high-ground advantage.



Use it to clear the area, but expect multiple Marauders in the area, and dozens of Cannibals. The Marauders here are perhaps best dealt with by assigning your squad to confront one, while you take

out another. Use the squad commands (D-pad)!



Banshees are Reaper-converted Asari, and they appear for the first time in this area. They have extremely powerful Barriers and warp around to make headshots hard. Use Warp or Disruptor Ammo to sap the Barrier, and if you have a Sniper Rifle Concentration Mod, use it to score headshots. Most importantly, keep your distance.

- Med Kit - The large courtyard features an entrance to the right. Pick up the **Med Kit** inside, then advance towards your objective. To the left you should see some stairs, and an Asari corpse.
- Hydra Missile Launcher - Near it is the **Hydra Missile Launcher**. If you check the next area to the left, you will find a new **Med Kit** in the ruins.



Now, enter the demolished building and follow the ramps up. When you reach the final ledge, look down and you should see a small fire.

- Terminal (Credits) - On the left side of the fire is a **Terminal** you can salvage for 7500 Credits. Bypass the next door and move forward.

In the next area, you will see some Asari snipers on the other side. Assist them and take out the Cannibals below you, who are largely unaware of your presence. Hop over the short wall then proceed through the debris.

- Broken Shotgun (Credits) - When you get down to the ground, stay on the right side of the area, and look around for a dark entrance. To reach it, you have to go around a raised platform. Salvage the **Broken Shotgun** for additional credits.



Run up the ramp made by the collapsed building and talk to the snipers.



- Sniper Rifle Concentration Module - Behind them are the snipers you'll find the **Sniper Rifle Concentration Module**.
- Med Kit - A Med Kit can be found here as well.
- M-98 Widow - This Sniper Rifle is in the same area, behind the Asari sniper.

After you clear the area, head down and move toward *Tykis*.



Eventually, you will meet an Asari Soldier. If you wish to earn additional Paragon Points, you should offer your help.



After the dialogue, you will have to clear the area in front of you. Just before the stairs up, look down and you will see another **Hydra Missile Launcher**, which should help you quite a bit in this situation.



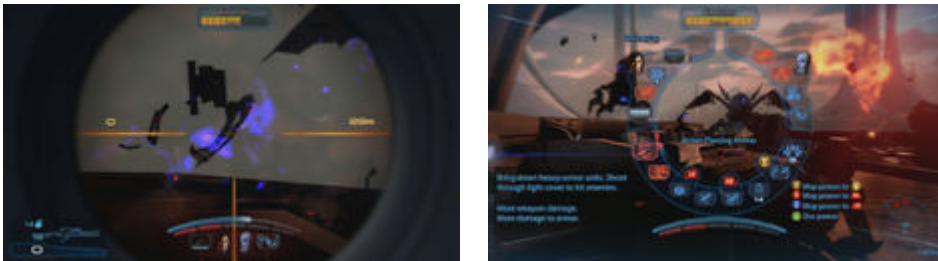
You don't have to lift a finger in this next fight, the Asari gunship will take out everything if you just hide in cover.

The incline is filled with Marauders, a Banshee and even a Ravager, with thick Armor. If you choose

to, deal with the Banshee first, then the Ravager. Take out the Barrier generator if it is giving you problems.

Move up the hill and turn right when you reach the top level. Your air support will help clear a path.

- Assault Rifle Extended Barrel - Keep your eyes on the right side of the walkway for the **Assault Rifle Extended Barrel Mod**, near a destroyed crate (on top of the crate you should see some ammo).



Continue to advance, but be very careful because the road ahead is a tough one. You will have to kill Husks, Ravagers, Marauders and two Harvesters, if you wish to proceed. Take out the Barrier generator first and foremost.

Stay in cover all the time and maintain a fair distance. Don't forget about Liara's *Singularity* power. Remember that the Scorpion is your best bet to kill the Harvesters before they fly off.



- SMG Heat Sink Mod - When you reach the entrance to the temple on the left side is the **SMG Heat Sink Mod**. Grab it, and then bypass the yellow control panel on the right wall.

Hit the panel and Liara will open the force field.

Enter the temple and check the large statue at the far end of the hall. Talk to Liara about the beacon you have found. Now you need to examine three artifacts:

Facing the statue, turn right and examine the bust on the right side of the hall.



Examine the manuscripts on the left side.



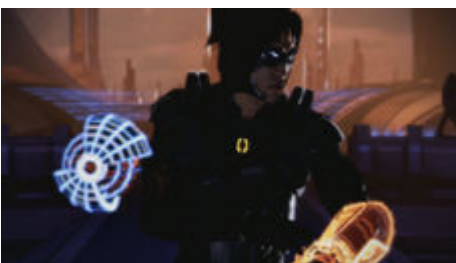
The final connection is created by the shield at the entrance.



Now, access the central beacon and watch the next cutscene, but get ready for the final boss fight, against Kai Leng.

Boss Fight: Kai Leng

Talk to Illusive Man, and as soon as you gain control over Shepard, take cover behind a bench. What you should know is that you won't win this fight, and Leng will let you empty handed.



What you need to do is to stay in cover all the time, so you can avoid the gunship behind Leng. He generally won't get near you (although he can incur a one-hit kill on you or a squad member if he does), so you don't have to worry about that. Just fire your weapon and aim for Leng. If your shield drops, remain in cover, then fire again.



Leng has Shields, so Overload and Disruptor Ammo are great assets. A Sniper Rifle is especially useful with the time-stopping Sniper Rifle Concentration Module.

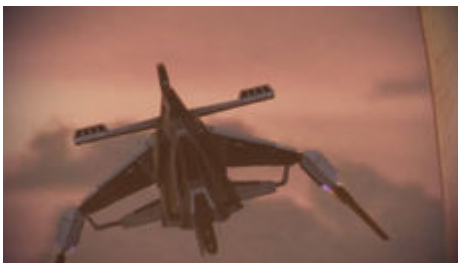


When you drop Leng's Shields to about a quarter, he'll retreat and call a gunship. You can slow his recovery, but you can't stop it. Remain in cover and take potshots at him with extreme caution.



Return to attacking Leng and you'll be able to reduce his shields again to nearly zero. But he will retreat and call a gunship.

When his shield drops a third time, a new cutscene will start, showing Leng leaving with the information you obtained.



After the cutscene you will return to Normandy and talk to the Asari Councilor and Liara. You must retrieve the data from Cerberus at all costs. You can score some final Paragon and Renegade points

here.

Post-Mission Wrap-Up

- You will get 15000 Credits for completing this mission.
- Talk to Specialist Traynor to unlock the N7: Communication Hub Side Mission.
- Check your personal terminal for a message from Kai Leng -- although it appears to be from an Asari.
- Talk to Liara in her quarters for an interrupt for paragon points. You will unlock the Stasis Bonus Power as well!
- Tali can be found in engineering, and you can have a conversation with her.
- You can also talk to Admiral Anderson in the CIC.
- You can also have a tense conversation at this point with Joker about the darker side of war.

Priority: Horizon

After Priority: Thessia, head to Horizon in the Shadow Sea cluster to investigate Sanctuary.

Recommended Loadout and Squad

- Be sure to bring someone who has Overload -- Disruptor Ammo and Armor Piercing Ammo will help tear through Cerberus defenses.
- Bring a Sniper Rifle or Heavy Pistol with scope for Nemeses.
- Bring a Shotgun for Husks

Mission Enemies

- Phantom
- Nemesis
- Assault Trooper
- Husk
- Marauder
- Banshee
- Cannibal
- Swarmer
- Ravager
- Brute

There are no enemies visible immediately after you land. As you head up the stairs, a Cerberus shuttle crashes ahead of you. Two Phantoms and a Nemesis Sniper emerge from the shuttle.



Try to kill the Phantoms at a distance while staying in cover to avoid getting shot by the Nemesis' sniper rifle. Once the Phantoms are taken care of, get out your sniper rifle or pistol with scope to take care of the Nemesis.

- **Parts (Credits)** - Before you head inside, head down the ramp on the right to salvage some parts for credits.

Once you open the door, there's a **Med Kit** immediately to the right of the entrance. Look up to see another Cerberus shuttle, then explore this floor of the building before heading downstairs.



There are various consoles and PDAs that tell the story of what went on here, and some ammo on one of the tables.

- **Inventory Logs (Credits)** - There's a PDA on one of the desks that will yield credits. It's by the balcony on the right.

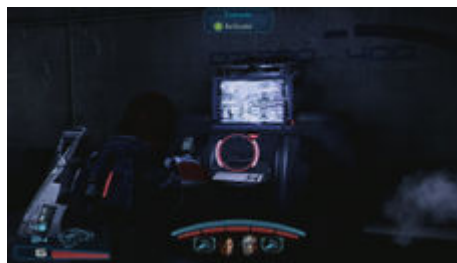
When you're done, head down the stairs. There are some PDAs that provide back story on the left, and some dead Cerberus troops and Reaper forces in the room on the right. Keep your guard up, because there are a few live Cerberus Assault Troopers in the room past the dead troops.

- **Pistol Scope** - On the dead Cerberus soldier in front of the desk with the terminal throwing sparks.



The exit is an open doorway on the left side of the room under the massive Sanctuary sign. Activate the **console** to hear what you're up against -- and get a glimpse of Miranda Lawson (so long as she didn't die in a Mass Effect 2 save you imported).

- **Equipment (Credits)** - Turn around after activating the console to find some salvageable equipment on the wall.



Head outside. Ignore the dead Cerberus soldier floating in the water and activate the water pump. The water lowers, allowing you to climb down. At the bottom of the ladder, head right until you come to a door. Proceed back inside. There's nothing in this first room. As you approach the door, one of your squad mates muses that this is going to get ugly. Proceed to the next room.

- **Equipment (Credits)** - Salvage another piece of equipment on the wall in plain sight on the

right side of the room.

- **Rosenkov Materials Shoulder Guard** - Just to the left of the next door.



The next room is a command center of sorts. Activate the **console** in the middle of the room to restore power. Don't worry, the things you see in the cut scene can't hurt you... yet. The tower is now marked on your HUD. Proceed through the now-unlocked door opposite the one you came in.



In the next room, there is a PDA on the table on the left that you can safely ignore. There is a **console** in the far right corner of the room that provides more back story and a glimpse of The Illusive Man and Kai Leng.

The exit to this room is down a short set of stairs. There are a bunch of Husks behind the door, so get prepared before you head down the stairs.

In the room where the Husks used to be, there are two **logs** which can be activated for story at the bottom of the stairs. The open doorway and the regular door near the consoles both lead to the same hallway. It's a Reaper party out there -- there's a Ravager, a Banshee, and a few Marauders shooting at you from a catwalk above. Kill them in that order, ducking back into the room with the consoles for cover if you need to. The exit is down the hallway to the left.



Pick up the **Med Kit** and ignore the Banshee staring menacingly at you through the window. You can activate the two **logs** for story -- they won't let the Banshee out. Exit through the door.

The next room has a set of stairs on the left. Go forward first and activate the **console** for story. Continue past the console to find a PDA and other goodies.

- **Research Data (Credits)** - Past the console in the far dark corner of the room.

Head back toward the door and go cautiously up the stairs. Through the open doors on the left is another room full of Reaper forces. Ignore the Husks in the pods (they don't come to life) and focus on the Cannibals and Marauders. If you take cover between the two doors, you should be able to destroy the **Barrier Engines** through either doorway without taking fire. That will make your fight a little easier.



Once the room is clear, head to tables and consoles in the middle of the room.

- **M-12 Locust** - On a table in the middle of the room.
- **Shotgun Blade Attachment** - On a table in the middle of the room.



There are two logs you can activate for story near the middle of the room. Proceed to the far end of the room. There is a PDA that provides more back story. Activate the **Console** at the far end of the hall on the left side to continue.



Climb up the ladder and get ready to fight. There's a Marauder fairly close to you -- take him out first. There are Ravagers and Cannibals farther down the hall.

Get up on the raised ledge and peer down the support columns to take out two Barrier Engines with the Sniper Rifle.



Take them out from a distance if you can. There are also some more enemies lurking in the dark on the right of the lit hallway. Once the enemies are clear, make your way through the open doorway at the end of the hall. A **Med Kit** can be picked up just on the other side of the door..

- **Research Data (Credits)** - On the left when you first enter the next relatively dark room.

At the far end of this relatively dark room, there is a log you can activate in the left corner next to a display window. Despite the dialogue, no Husks are released. Exit through the open doorway on the right side of the room.



Jump across to the next platform, then shoot the panel on the floor to expose the controls. Ride the lift to the other side of the room, then jump across again to the door. Ignore the Husks running amok at ground level -- they can't hurt you. Be prepared for a fight when you open the door.



Once you open the door, you will see some burning rubble. Look to the right to see a Brute. There are actually *three* Brutes in this room, plus a Banshee for good measure. One of the Brutes is actually pretty close to you, just beyond the burning rubble. Keep your distance and wear them down. If you're facing down the hall (as you were when you were instructed by the game to look at the Brute), there is ammo in the dark area on the right side of the room, and a med kit in the well-list area on the left side of the room.



After the area is clear, you'll find a console and a Husk pod that can be activated to get some cool loot.

- **M-99 Saber (Assault Rifle)** - You can grab this by activating the pod from a nearby console and then running back to the pod to grab the weapon. This is best done once area is clear and the pod itself can be found to the left of the burning rubble. This crazy Assault Rifle is more like a Sniper Rifle than anything else.
- **Research Data (Credits)** - Near the door at far end of the room, behind a desk. (Not the desks in the corner of the room -- those you can't jump over.)



Open the door at the far end of the room to enter the elevator, which takes you up to the tower.



Post-Mission Wrap Up

- You will receive 15,000 Credits for finishing the Mission.
- You will unlock Priority: Cerberus Headquarters for completing the Mission.
- Talk to Tali at the Lounge in the Port Observation Deck for some Reputation points. You can

actually talk to her multiple times, but only the first time will get you points.

- Talk to Engineer Kenneth Donnelly/Gabriella Daniels for more Reputation points.
- If you have Dr. Chakwas on your ship, you can have a unique conversation to her that somewhat references Mass Effect 2. She is in Normandy's Medical Bay.
- **Point of No Return:** All Side Missions close after starting Priority: Cerberus Headquarters. You can no longer purchase Weapons, Weapon Modifications or change your Bonus Powers either. Cruise around the Normandy and wrap up your relationships and shopping NOW.

Priority: Cerberus Headquarters

Priority: Cerberus Headquarters sets the endgame events in motion. Heed the warnings below before you get started!

Point of No Return

All Side Missions close after starting **Priority: Cerberus Headquarters**. You can no longer purchase Weapons, Weapon Modifications or change your Bonus Powers either. Cruise around the Normandy and wrap up your relationships and shopping NOW. If your Effective Military Strength is 4000 or higher, you will get the Master and Commander Achievement / Trophy when you start the mission and you will be eligible for the "best" ending.

Final Romance Scene

Your romantic partner is locked in at this point in the game. Upon starting this mission, you will witness a cutscene with your partner.

After Priority: Horizon, head to Anadius in the Horsehead Nebula. You'll need about 300 Fuel to get there. Dock with Cronos Station to start the mission.

Recommended Loadout and Squad

- You must bring EDI. EDI's Overload is helpful for taking down Kai Leng's shields, but having another squad member like Garrus who has Overload is helpful.
- A Sniper Rifle is helpful for taking down Cerberus troops from a distance in this large space station.

Mission Enemies

- Assault Trooper
- Atlas Mech
- Guardian
- Centurions
- Cerberus Combat Engineer
- Nemesis
- Phantom

Walkthrough

You start the mission ducked behind your shuttle for cover. On the other side of the shuttle is a hangar full of Cerberus troops shooting at you. Centurions and Assault Troopers will flank you relatively quickly, so start thinning out their ranks before they can get to you.



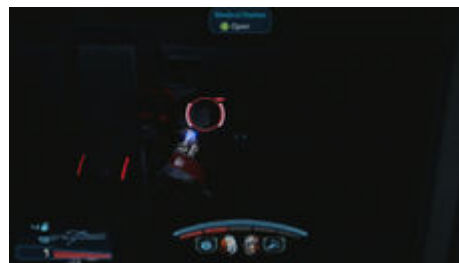
Once you get to the other side of the shuttle, there are more troops and an Atlas Mech waiting for you. Be sure to look up -- there is a Nemesis sniping at you from the second level. Both the Atlas and the Nemesis are on the left side of the docking bay, so take cover accordingly. It's easiest to thin out the troops from cover, then take out the Atlas, and save the Nemesis for last. If you can get past those forces though, there are not 1, but 2 empty Atlas Mech's waiting for you on polar ends, just right and left of the fighter platform sitting back.

Note that you could also hijack this Atlas -- it won't give you a major advantage but it's entertaining and worth an Achievement/Trophy.



As soon as you take out the last enemy, you'll hear an announcement about a security breach (that's you!) and that the Achilles Protocol is being initiated. EDI translates for you: they're going to vent the hangar. Even though there's no timer, if you don't get EDI to an active console to stop the venting, you'll be sucked out into space and fail the mission. Quickly climb up the ladder on the left side of the hangar up to where the Nemesis used to be, then go through the door on your right and activate the hangar bay compression controls. This stops the timer.

After the short cut scene, reinforcements will appear on your left. Take them out, then continue down the hallway and cross over to the other side of the hangar on the second level. Halfway across you'll be greeted by the remainder of the welcome party: Assault Troopers, Centurions, and another Nemesis.



Once you're clear, continue to the far end of the catwalk and open the door. In the small room, activate the **Rotation Controls** to aim the Cerberus fighter inward towards the hangar doors. Behind the controls is a dark room with a **Med Kit**. Continue through the series of small rooms until you come to the last room.

- **PDA (Credits)** - Go past the ladder and pick this up on the crate next to some ammo.

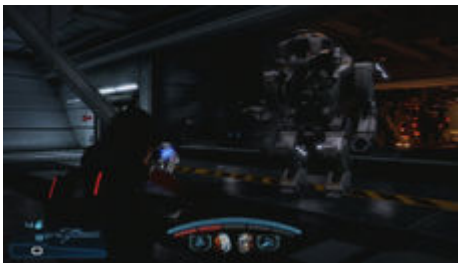


Turn around and go back one room. Go down the ladder back to the first floor of the hangar. If you need some ammo, you should be able to find some around the hangar. When you're ready to move on, go activate the clamp release half way between the ladder on the right of the hangar and the fighter on the rotating platform.



As you can see in the cut scene, an Atlas Mech appears from the gaping hole left by the fighter. It is also accompanied by a few troops. Take out the troops before they can get to an unoccupied Atlas Mech on the far left corner of the hangar (alternatively there is an empty mech closer to you on the right side and you can rush to it and take out the enemies easily), then take out the piloted Atlas. Once you're clear, do one more pass for ammo, then head through the hangar doors -- or at least, what's left of them.

- **M-37 Falcon** - On the floor just left of the fiery hole in the wall you can find this grenade-launching Assault Rifle.



Take the door on the left of the fiery hole -- you can open it even though its panel is orange. When the cut scene is over, take the ladder down to the sublevel as EDI suggests. Don't worry, EDI was only joking when she said she likes to see humans on their knees. And besides, there's plenty of room to stand in the sublevel.



Once you're down the ladder, take cover immediately. A few Assault Troopers and a Centurion begin attacking, and once you get past them, a Nemesis awaits further down. Once the area is clear, be sure to grab the **Med Kit** just beyond the ladder before you head up.

- **Terminal** (Credits) - Next to the **Med Kit**, just beyond the exit ladder.



Back on the main level, you can learn a little more about your resurrection while EDI hacks through a door.

Look in the rubble behind the console to find Service Council Greaves .

Once you're through, head down the hall and drop down through the opening on your right. Vault over some rubble, then head down the ramp on your right.



Down here you encounter the Cerberus Combat Engineers (and their annoying turrets) that EDI warned you about earlier in the mission. Troops are also protected by shield generators and pylons, so take those out if you can to make your fight easier.



Note that Sabotage comes in extremely handy here, since you can hack a turret to take out all the

enemies around it. Stay far back from groups of enemies so as not to get flanked, and keep an eye out for the Engineers with large, flat packs on their backs so you can kill them first.

Go up the ladder and use the console while EDI hacks the door again. This time, you learn how EDI was created. In the next room, pick up some ammo and a **Med Kit**.

- **PDA (Credits)** - On a desk on the right side of the room.
- **PDA** - This PDA in the same area only appears if you imported Jack from Mass Effect 2 and she died because you did not complete Grissom Academy: Emergency Evacuation. It tells of Jack's conversion to Cerberus -- and you'll see more of her shortly.



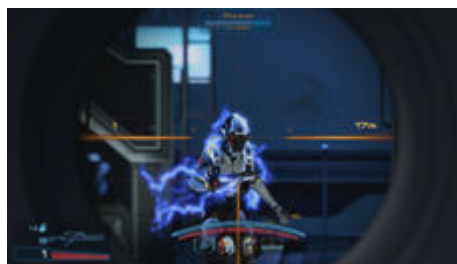
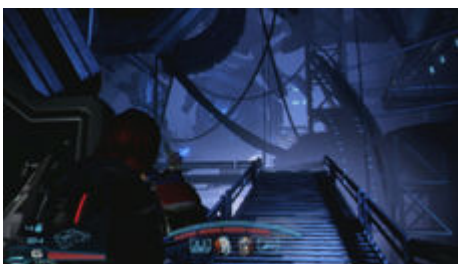
Exit the room, then turn right. There are two openings ahead of you -- the blue one on the left is the exit, but ignore that for the moment. On your right is a hole exposing the floor below, but you can't climb into it. Go straight, past the two dead bodies and open the door on the right.

In this room you will find a **Med Kit** on the floor.

- **Delumcore Overlay** - This Body_ArmorBody Armor piece is on a crate next to the far door.

Go through one more door to find another video console. This one shows you some footage of Kai Leng. When you're done, retrace your steps back to the blue hole in the wall (it should be on your right as you head back). Head down.

The Reaper Heart / Brain Room



This room features the remnants of the human Reaper from Mass Effect 2. What's actually left in the room depends on a decision you made in Mass Effect 2:

- If you imported a save with the Collector Base destroyed, or you started a new game in Mass Effect 3, the Reaper heart will appear in this room.
- If you imported a save with the Collector Base salvaged, the Reaper brain will appear here.

Easter Eggs

- **Phantom Jack** - Jack will appear as a Phantom in the Reaper Heart / Brain Room if you imported a save with her and failed to complete Grissom Academy: Emergency Evacuation.
- **Assassin Legion** - Legion will appear as an enemy if you sold him to Cerberus in Mass Effect 2 and imported a save reflecting this.

Head forward down the catwalk to trigger the next fight. A Phantom appears close to you while reinforcements arrive further down the catwalk. The reinforcements consist of Assault Troopers, more Phantoms, and a Nemesis. Run forward and take down the first Phantom quickly, then get into cover before the Nemesis starts sniping you. When you're clear, proceed down the catwalk and up the ladder.



On the next level, pick up some ammo, then continue your climb. Different level, same group of enemies. Do your thing, then climb up one last time.



Before you go through the door, at the top of the final ladder, head down the catwalk away from the door to find a **Med Kit** and some ammo.

- **PDA (Credits)** - On the floor, right next to the med kit and the ammo.



Go back to the door and head through. Halfway through the next room, there is another **Med Kit** and some more ammo on the floor on your left. There's also a **Video Console** you can activate to learn more about Cerberus troops and the Illusive Man, and some back story on Paul Grayson from the Mass Effect Books.

- **PDA (Credits)** - On the floor, next to the Med Kit and the ammo. Just left of the video console.

Go through the door on the far side of the room, then up the ramp and through the door at the top.

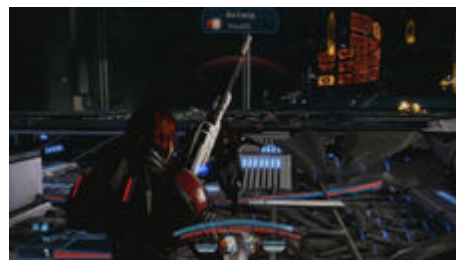


Boss Fight: Kai Leng

The Kai Leng fight is broken up into several waves. At the very start of the first wave, Leng will grapple with you, and you'll need to mash the MELEE ATTACK button rapidly to throw him off. Immediately have EDI and anyone else with Overload use it on Leng.



Hit him a few more times and his Shields will lock and you can do no more damage. He'll kneel down and summon Troopers. It may seem like you should enter the pit area opposite the Troopers, but if you keep moving around the perimeter of the room you have a better angle to take them out.



Use EDI's decoy and send your squad to opposite sides of the room to spread out the enemy fire.

In this wave, you can reduce Leng's Shields to one bar. Keep using overload and hit him with Disruptor Ammo whenever you can. The Sniper Rifle Concentration Mod is a great asset here since you can slow time and nail him. You can also use melee attacks if your character is built for it.

Leng's deadliest attack is a wave of energy that completely drops your shields. You can dodge this or

take cover from it, but if you get hit, get ready to use a Med Kit.



When Leng goes down on one knee again he'll barely recover, but more Troopers will arrive.

It's the third wave of enemies that's a problem: Phantoms are tough to deal with in the trenches, so be sure to head for the sides of the room. They are close-range enemies, so give them some distance between you and your squad. Hopefully you can continue to nail Leng from the sidelines.



Once his shield is gone, use your weapons to whittle away his health bar. One solid shot to the head from a Sniper Rifle can do wonders.

Finally, Leng will fall. In the next cutscene, prepare for a Renegade Interrupt moment to put him down for good and score some points. Avoid this if you are playing 100% Paragon.



Finally, you will have a chance at a Paragon/Renegade Interrupt with the Prothean hologram at the end.



Post-Mission Wrap-Up

- You will receive 55,000 Credits for finishing the Mission. You can use these Credits in New Game Plus mode, but not in the current game!
- You will receive 15 Reputation for finishing the Mission.
- You will receive the War Asset: Reaper Heart for finishing the Mission.
- You will unlock Priority: Earth 1 for completing the Mission. In fact, you must proceed to Priority: Earth 1 after this mission -- all other locations will be locked out.
- Talk to Garrus in the Main Battery for some Reputation points.

Priority: Earth 1

You only have one place to go after Priority: Cerberus Headquarters -- Earth. It's labeled "Local Cluster" on the Galaxy Map. Once you enter the system, a cut scene will begin and the mission will start.

Recommended Loadout and Squad

Fighters with great health like Garrus AND James will be preferable as the mission is all about surviving waves of reapers. Moreover, since James is an earth born character, his dialogue suits the secenario. As for weapons, carrying a sniper level 5 [\[\[File:|File:\]\]](#) with fast reloading will be a key for success in this mission as there is a lot of room to attack from far and enemies like banshee and brute need strong weapons to be dealt with.

Mission Enemies

- Banshee
- Brute
- Cannibals
- Husks
- Marauder
- Ravager

Walkthrough

Reaper forces start firing at you even before your shuttle lands. Take out the Cannibal standing in front of the first bit of cover, then exit the shuttle.

Once you're on the ground, watch out for Cannibals and Marauders trying to flank you. Thin out their ranks and make your way up the hill. Everything shakes every time the Hades Canon fires, which makes aiming difficult. Time when you come out from cover carefully. Ammo can be found on a few pieces of concrete at the top of the hill if you need it.

As you reach the top, a Brute appears on your right, along with more Cannibals, Marauders, and another Brute in the distance. When you hear the closer Brute start to growl, retreat a little ways down the hill so the Cannibals and Marauders can't hit you, then focus on taking out the Brute as quickly as possible. Once they're dead, switch to a long range weapon, then snipe at the remaining enemies from cover. Just make sure you don't forget about the second Brute.

Follow the stream of incoming enemies to a ramp made out of rubble on your right. When all is quiet, head up the ramp. You may want to stock up on ammo before you leave the area -- there is some in the buildings on the right, before the ramp. There's also some on a piece of broken concrete as you start heading up the ramp.

A few things await you at the top of the ramp: more Cannibals and Marauders, a Ravager, the crashed shuttle, a med kit, and a M-920 Cain -- a big missile launcher that you can use to destroy the

Hades Cannon. The M-920 is set as a nav point. After taking out the enemies, pick up the med kit, then the M-920. Aim it at the big Reaper-looking Hades Cannon, then hold down the fire button until it fires.

As the Hades Cannon comes crashing down, see if you can locate another M-920. Each M-920 only has one missile, so it can't be used again. If you can't find the other M-920, just switch back to a normal weapon. Take cover with the downed shuttle on your right and the remains of the Hades Cannon on your left. There is some radio chatter about Hammer being able to land now, and you ask for extraction.

At this point, a bunch of enemies will appear, including a Banshee. Take out the Banshee as quickly as possible, then pick off the Cannibals while you slowly make your way forward toward the extraction point. After a bit more radio chatter, a shuttle will appear. You have a limited amount of time to get to the shuttle, so take cover to charge your shields, then make a run for it.

After some conversation and a cut scene, you will be dropped off at the Forward Operations Base (FOB).

Go down the ladder on the side of the building that's *not* on fire. As you exit the building, James Vega is straight ahead in the courtyard. Talk to him for 2 Reputation points. Ashley Williams is standing in the middle of the base near the door if you want to talk to her. Inside the door is a Communications Tech who can connect you to various other characters. When you're done, exit the room and head up the pile of rubble on the right. There's some ammo on the table directly ahead. Exit through the open doorway on your left.

Primarch Victus is standing in the room on the left. You can talk to him multiple times. Garrus Vakarian is straight ahead. Talk to him for 2 Reputation points. Proceed through the door next to Primarch Victus.

After a short cut scene, you will end up behind a turret. Shoot the Husks and Cannibals as they appear. They come from both sides (left and right). When you're done, proceed to your left and go through the door.

You can talk to Liara T'Soni if you'd like. There's a med kit under the cot on the left as you exit through the open doorway. A few steps later there's a door on your left. Head inside. Urdnot Wrex or Urdnot Wreav is on the left -- you can talk to him after he's done with his speech. Continue through the next door.

There's some ammo on the table, and a med kit and more ammo on the right. You can talk to EDI and Tali'Zorah vas Normandy near Captain David Anderson. Talking to Tali will earn you 2 Reputation points. Talking to Anderson gives you the option to start the next mission.

Post-Mission Wrap-Up

Edits needed.

Priority: Earth 2

Talk to Captain David Anderson in the Forward Operations Base to start the mission.

Recommended Loadout and Squad

Edits needed.

Mission Enemies

- Banshee
- Brute
- Cannibals
- Harvester
- Husks
- Marauder
- Ravager

Walkthrough

Kill the first two Cannibals with a power, then take up their position behind cover. Kill the rest of the Cannibals and Marauders. Ammo is available on a table in plain sight. Follow the Mako until it catches fire, then take cover. Shoot some more Cannibals and Marauders, then make your way through the open doorway on the right.

As you approach the next Mako, it starts driving away. A Harvester appears, along with more Cannibals and Marauders. At some point a Banshee appears too. Keep your distance and take out the Harvester, then work on the ground forces. There is plenty of ammo scattered about, so be sure to load up before you leave through the door in front of the Mako.

A group of Husks attack you in the garage. If you stay in the open, you and your squad mates should be able to take them out before they get too close. As you get to about the middle of the garage, more Husks and two Brutes lumber in. Back up and take them down before they get close enough to attack. If they charge, run or roll out of the way -- just make sure you keep track of where you are in the garage so you don't back yourself into a corner. When things are quiet, climb up the ladder at the far end of the garage.

Climb up the rubble, then take up positions on either side of the open doorway on the right. Clear the room of the Cannibals, Marauders, and the Ravager. You'll find ammo scattered around, plus a med kit under the gurney and another one in the bathroom. Exit through the door...

Back outside. Get out a long-range weapon and take down the handful of Marauders. As you press on, a Ravager and a Brute appear. Once they're history, approach the broken store window on the right and duck behind the ledge for cover. Take out a few Cannibals and Marauders, then head inside. You can easily flank the rest of the Cannibals in this room by sneaking around the right side of the shelves. Equip a short-range weapon, use powers, or just melee. Alternatively, just stay ducked

behind the ledge and shoot them from there. There is some ammo on one of the shelves if you need it.

Continue into the next room on the left, where you'll find more Reaper forces. There's some ammo behind the counter with computers on it, and if you turn around there's a med kit on the shelf. Exit through the open doorway or broken window to the left of the counter.

Drop down into the crater that used to be an intersection. As you cross to the opposite side, Cannibals appear. You should be able to take them out from a distance without too much trouble. More Cannibals and Marauders await inside the building. For some variety, try positioning your squad mates at one window while you shoot at the distracted Reaper forces through the other. Alternatively, crouch under the ledge of the broken window, wait for a Cannibal to get too close, then grab and melee. When the coast is clear, proceed through the next door.

This door opens slowly -- there is some radio chatter as the door mechanism spins. Use this time to back away from the door and take cover, as there are a lot of Cannibals and Marauders bunched up just behind the door. Once you've cleared out this first group, make your way past the booths to the part of the restaurant with the tables. Duck behind the tables and clear out any enemies inside the restaurant, then switch to a long range weapon and take out the enemies outside across the street. There is a med kit on the wall in plain sight on the left, but you may want to save it for when you're about to leave the area, as there are a few tough enemies ahead.

Try to get a feel for the layout of the alley outside the restaurant before stepping outside. When the Brute appears from the adjoining alley, you'll need to know where you can back up and where you can run to. If you're fast, you can kill it before it gets to the restaurant.

Go down the alley where the first Brute appeared, but be ready. Two more Brutes crash through the wall on your right. Run back to the restaurant area where you'll have a little more room to maneuver.

When the Brutes have been dealt with, go back down the alley and go through the hole in the wall. You'll find some ammo on the shelf on the right. There is a door at the far end of the room. Behind this door is the last battle of the game. It's as close to a "final boss" as you're going to get -- three rounds of survival with enemies of increasing strength. Ready?

After an uplifting cut scene where your allies get vaporized, the door opens and you're asked to secure the missile battery. Take out the handful of Cannibals and Marauders, taking care to conserve ammo and health. The enemies are spread out throughout the area, so check your radar after you kill a few to figure out where the rest of them are. You can also use your radar to make sure they don't flank you.

Once the first wave is over, take some time to get familiar with the area before you open a link from the Normandy to the missile systems. In particular, there is a room to the left of the rear set of missiles that has ammo, two med kits, and a hand-held Hydra Missile Launcher. When you're ready, deactivate the firewall controls on the rear set of missiles to continue.

The next wave is similar to the first, but a few Husks have been added to the mix. The first group comes from the "front" of the area (the direction the missiles are facing). Take cover behind the concrete barricades between the two missile trucks and shoot the incoming Reaper forces from a

distance. As you finish up, another group comes in from the rear, so watch your radar.

When things go quiet again, you hear some radio chatter indicating Reaper forces are coming in from your left. Take cover, switch to a long-range weapon and try to kill as many Cannibals and Marauders as you can before the two Banshees show up. After you kill the Banshees, mop up the rest of the Reaper forces. Remember the side room has ammo if you run out during the fight. Once all the enemies are dead, go stock up on ammo in the side room one more time before you activate the missile launch controls.

This is the final wave, and the Reapers are throwing everything they've got at you. A wave of Brutes is followed by a Harvester, which is followed by a wave of Banshees, Cannibals and Marauders. Watch your radar and your ammo, and listen for radio chatter indicating the missiles are ready for launch (the second set of missiles). Once you hear that, make a run for the missile controls. You already fired the rear missiles, so this time it's the forward set of missiles. Once you activate the controls, the battle will end.

Post-Mission Wrap-Up

There are some cut scenes, some of which are playable. You also have some tough choices coming up. See the Endings page if you need help deciding. I should go.

Endings

There are 7 different **Endings** for Mass Effect 3, but they all have much in common. Changes in the ending sequence are based on two criteria:

1. A choice you make in the final stretch of Mass Effect 3
2. Your Effective Military Strength rating. This is your single-player Total Military Strength rating multiplied by a percentage (Readiness Rating) from multiplayer, the iOS game Mass Effect Infiltrator and the iOS application Mass Effect 3 Datapad. The default percentage is 50%; thus, you can play multiplayer/Mass Effect Infiltrator/Datapad to up your Effective Military Strength rating to over 4000 EMS to get the "best" endings.



Note: Your Paragon/Renegade status only affects a conversation just *before* the ending sequence. Click the spoiler tag to read more.
Spoiler - Click to see/hide

Note: To view multiple endings based on the "final choice," you will be allowed to restart the last stretch of the final level after watching an ending. However, if you play multiplayer or the iOS game Mass Effect Infiltrator to boost your Effective Military Strength rating to access additional endings, you will need to restart from the final attack on the enemy base for your boosted score to take effect. See this post (warning: some spoilers) for more details.

Spoiler-Free Zone

The various ending permutations are described below, but spoilers are hidden behind "spoiler tags". Requirements are not hidden. Use this section to plan out additional playthroughs to view all 7 endings.

End Game Chart

Below is a chart that describes the ending cutscene that you will see based on the choices you make in the game. Note that the Effective Military Strength values will slightly vary depending on your decision to save or destroy the Collector Base in Mass Effect 2. (Add 300 points to each tier if you imported a save with the Collector Base intact. [Note that saving the Collector Base gives you an extra 100 EMS, so you really only have to earn 200 extra EMS.] The game assumes that you destroyed the base if you do not import a save.)

- See also *End Game Chart - With Spoilers for a Spoiler Tag-free version of this chart.*

Effective Military Strength	Choice	State of Earth	State of Normandy	Shepard's Fate
0-1749	Destruction	Spoiler - Click to see/hide	Spoiler - Click to see/hide	Spoiler - Click to see/hide
	Control	Not an available choice		
	Synthesis	Not an available choice		
1750-2049	Destruction	Spoiler - Click to see/hide	Spoiler - Click to see/hide	Spoiler - Click to see/hide
	Control	Spoiler - Click to see/hide	Spoiler - Click to see/hide	Spoiler - Click to see/hide
	Synthesis	Not an available choice		
2050-2349	Destruction	Spoiler - Click to see/hide	Spoiler - Click to see/hide	Spoiler - Click to see/hide
	Control	Spoiler - Click to see/hide	Spoiler - Click to see/hide	Spoiler - Click to see/hide
	Synthesis	Not an available choice		
2350-2649	Destruction	Spoiler - Click to see/hide	Spoiler - Click to see/hide	Spoiler - Click to see/hide
	Control	Spoiler - Click to see/hide	Spoiler - Click to see/hide	Spoiler - Click to see/hide
	Synthesis	Not an available choice		
2650-2799	Destruction	Spoiler - Click to see/hide	Spoiler - Click to see/hide	Spoiler - Click to see/hide
	Control	Spoiler - Click to see/hide	Spoiler - Click to see/hide	Spoiler - Click to see/hide

Synthesis	Not an available choice			
2800-3999	Destruction	Spoiler - Click to see/hide	Spoiler - Click to see/hide	Spoiler - Click to see/hide
	Control	Spoiler - Click to see/hide	Spoiler - Click to see/hide	Spoiler - Click to see/hide
	Synthesis	Spoiler - Click to see/hide	Spoiler - Click to see/hide	Spoiler - Click to see/hide
4000+	Destruction	Spoiler - Click to see/hide	Spoiler - Click to see/hide	Spoiler - Click to see/hide
	Control	Spoiler - Click to see/hide	Spoiler - Click to see/hide	Spoiler - Click to see/hide
	Synthesis	Spoiler - Click to see/hide	Spoiler - Click to see/hide	Spoiler - Click to see/hide

Destruction, Control and Synthesis Explanation

The final choice in Mass Effect 3 consists of
 Spoiler - Click to see/hide

Other Ending Cutscene Differences

All ending cutscenes have a most things in common, with some very slight differences.

The shockwave:

Spoiler - Click to see/hide

The Normandy's fate:

Spoiler - Click to see/hide

Mass Effect 3 Ending Videos

Below are videos of the various endings of Mass Effect 3.

Ending 1: Synthesis

Ending 2: Destruction - Perfect Ending

Ending 3: Destruction - Good Ending

Note: Difference between Ending 2 and 3:
Spoiler - Click to see/hide

Ending 4: Destruction - Bad Ending

Note: Difference between Ending 3 and 4:
Spoiler - Click to see/hide

Ending 5: Destruction - Vaporization Ending

Ending 6: Control - Good Ending

Ending 7: Control - Bad Ending

Note: Difference between Ending 6 and 7:
Spoiler - Click to see/hide

Comparison of Most of the footage of 6 Endings (Missing "Perfect" Destroy ending)

Post-Credits Scene

You can watch the credits or skip them to see this final scene no matter what ending you get.

Side Missions



Side Missions are broken up into several types in the Journal. N7 Missions involve Cerberus and mainly come from Specialist Traynor in the CIC. Citadel Missions can be found simply by overhearing conversations and interacting with people on the Citadel. All of the other Side Missions can be found either on the Citadel, the Normandy or by exploring the galaxy.

Don't Miss Out On Side Missions! There are quite a few Citadel Missions that *must* be completed before starting the Priority: Tuchanka 2 mission. Players that want to do all the side missions are strongly encouraged to revisit the Citadel before starting Priority: Tuchanka 2, and pick up and complete as many missions as you can.

N7 Missions

- N7: Cerberus Labs
- N7: Cerberus Attack
- N7: Cerberus Abductions
- N7: Cerberus Fighter Base
- N7: Fuel Reactors
- N7: Communication Hub

Citadel Missions

- Citadel: Alien Medi-Gel Formula
- Citadel: Asari Widow
- Citadel: Barla Von
- Citadel: Batarian Codes
- Citadel: Biotic Amp Interfaces
- Citadel: Cerberus Automated Turret Schematics
- Citadel: Cerberus Ciphers
- Citadel: Cerberus Retribution
- Citadel: Cerberus Turian Poison
- Citadel: Chemical Treatment
- Citadel: GX12 Thermal Pipe
- Citadel: Hanar Diplomat (Kasumi)
- Citadel: Heating Unit Stabilizers
- Citadel: Improved Power Grid

- Citadel: Inspirational Stories
- Citadel: Kaklisaur Fossil
- Citadel: Krogan Dying Message
- Citadel: Medical Supplies
- Citadel: Medi-Gel Sabotage
- Citadel: Reaper Code Fragments
- Citadel: Target Jamming Technology
- Citadel: Volus Ambassador (Zaeed)
- Citadel: Wounded Batarian

Other Missions

- Apien Crest: Banner of the First Regiment
- Arrae: Ex-Cerberus Scientists (Jacob)
- Aria: Blood Pack
- Aria: Blue Suns
- Aria: Eclipse
- Athena Nebula: Hesperia-Period Statue
- Attican Traverse: Krogan Team (Grunt)
- Benning: Evidence
- Dekuuna: Code of the Ancients
- Dekuuna: Elcor Extraction
- Grissom Academy: Emergency Evacuation (Jack)
- Hades Nexus: Obelisk of Karza
- Hades Nexus: Prothean Sphere
- Ismar Frontier: Prototype Components
- Irune: Book of Plenix
- Mesana: Distress Signal
- Mesana: Ardat-Yakshi Monastery (Samara)
- Kite's Nest: Pillars of Strength
- Nimbus Cluster: Library of Asha
- Rannoch: Admiral Koris
- Rannoch: Geth Fighter Squadrons
- Shrike Abyssal: Prothean Obelisk
- Silean Nebula: Rings of Alune
- Tuchanka: Bomb
- Tuchanka: Turian Platoon
- Valhallan Threshold: Prothean Data Drives

N7 Missions

N7 Missions are side missions that affect your Galaxy At War rating. Walkthroughs for the N7 Missions are below. **N7 Missions** involve Cerberus and mainly come from Specialist Traynor in the CIC.



N7 Missions

- N7: Cerberus Labs
- N7: Cerberus Attack
- N7: Cerberus Abductions
- N7: Cerberus Fighter Base
- N7: Fuel Reactors
- N7: Communication Hub

N7: Cerberus Labs

Start

Initiated by boarding the Normandy after completing Priority: The Citadel 1. Approach your private terminal near Specialist Traynor to update the Journal with this mission.

Description

The Alliance has discovered a new Cerberus laboratory located on Sanctum. Investigate the lab and deal with any potential threat.

Mission Details

Fail Conditions

None

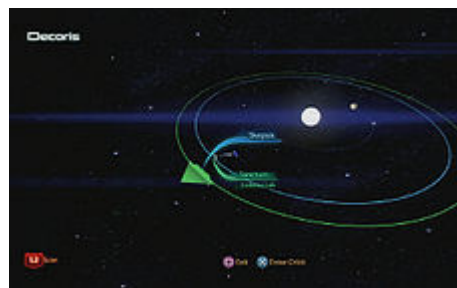
Enemies

Assault Trooper, Centurion, guardian

Rewards

War Assets: Cerberus Research Data

Walkthrough



To reach Sanctum, head to Sigurd's Cradle galaxy to Decoris and finally to the planet Sanctum, where the quest takes place.



All is calm when you initially arrive in the labs, but bullets will fly soon enough. Your mission objective is to retrieve some Reaper Artifacts and drop them off at the shuttle; you can only transport one at a time to the shuttle, so each time you go recover another artifact you can count on meeting heavy resistance.



Thoroughly explore the small lab, as doing so will earn you easy credits and enlightening journal entries from the various computer terminals. Up the left set of stairs and through the doorway immediately on the left is a Sniper Rifle Upgrade.

There's even a new mission called Citadel: Alien Medi-Gel Formula that can be added to the Journal by examining the failed Medi-Gel experiment in one of the rooms.



Soon enough enemies begin to close in on you. Dispatch the Assault Troopers and access the containment system, allowing you to pick up one of two Reaper Artifacts. Drop this off at the shuttle and obtain the second Reaper artifact by bypassing the containment system at the other computer.



At this point, Cortez will negotiate a timely extraction. In the meantime, Shepard and his squad must fend off a dizzying number of enemies of all variants until the extraction ship arrives. These enemies include Centurions and turrets, the latter of which can very quickly rip the party to shreds. Hold your ground until the shuttle arrives and make a break for it.



Video

N7: Cerberus Attack

Start

At some point after Priority: Sur'Kesh, Specialist Traynor will give this to you when you next return to the Normandy.

Description

Cerberus has taken control of an old military installation on Tuchanka for unknown reasons. Land on Tuchanka and neutralize whatever operation Cerberus has in the area.

Mission Details

Fail Conditions

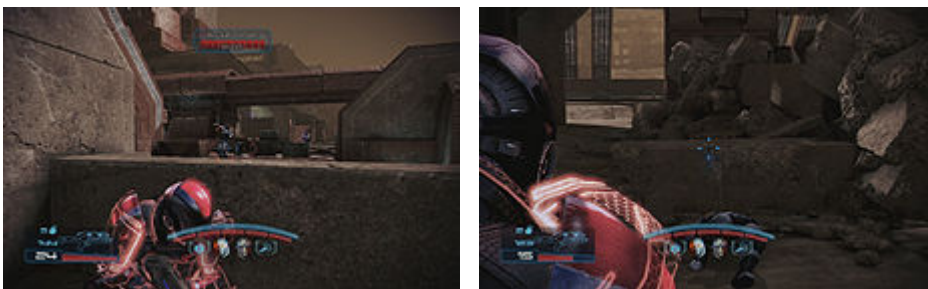
Mission Enemies

Assault Trooper, Centurion. Turret, Nemesis, Combat Engineer, Guardian

Rewards

10000 credits, War Assets: Krogan First Division

Walkthrough



The squad is inserted under the radar -- Cerberus doesn't yet know you're here. Clear out the copious enemies in this first area. Be mindful of enemies that set up turrets. When it's safe, comb through the area for loot.



- A junkpile in the corner gives 3000 credits.
- Armax Arsenal Gauntlets - In the small area beyond the control console.
- Old Grid Schematics - Computer panel by the control console; used for the side mission Citadel: Improved Power Grid.



Head to the right-most portion of the area to find the control console and interact with it. You'll be directed to a new location where the power modules are. More Cerberus troops swoop in, including a new enemy: Nemesis. Push through the enemies to the opposite side to find two encased power modules (break open the latch first).



Reactivate the power and return to the control console. You can count on the console room being occupied by many enemies. Clean them out and activate the console once more to finish the mission.



Video

N7: Cerberus Abductions

Start

Specialist Traynor will give this to you on the Normandy.

Description

Cerberus is attacking civilians on Benning. Land on Benning and provide protection while civilians are evacuated.

Mission Details

Fail Conditions

This quest must be completed before Priority: Tuchunka in order to complete Benning: Evidence. If it is not completed, the quest item will be available from the Spectre store.

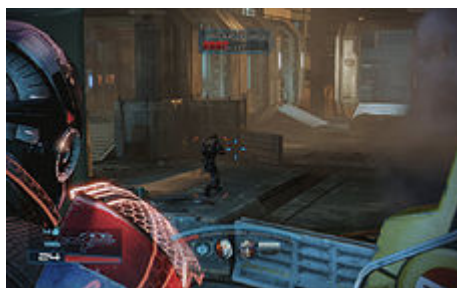
Mission Enemies

Assault Trooper, Centurion, Turret, Combat Engineer

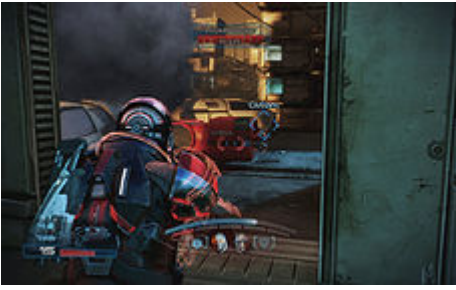
Rewards

10000 credits, War Assets: Arcturus First Division

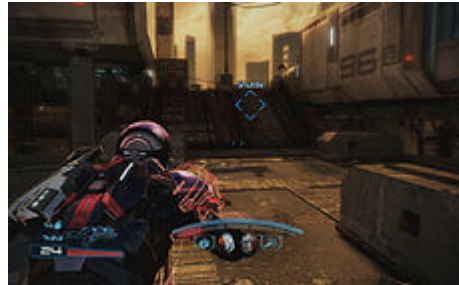
Walkthrough



Head to the Arcturus Stream, travel to Euler and then land on Benning to begin this mission. Civilians are in dire need of your assistance: The upper streets need a thorough cleaning, to be sure. Rather than tackle the contingency head-on you gain a tactical edge by flanking them or coming up from behind via the numerous side areas.



Find the remaining civilians and defend them from a slew of Cerberus hostiles. The network of mobile buildings in the area make for can open up a lot of flanking or ambush opportunities.



When the area is clear, head towards the extraction point to finish the mission, although it's recommended to pick the area clean of loot first.



- Three caches of spare parts that each offer 2500 credits.
- Capacitor Helmet - In the open area. Found on the floor by a mobile facility.
- The dog tags that are the quest item for Benning: Evidence are by the pillar in the other open area.

Video

N7: Cerberus Fighter Base

Admiral Hackett has requested assistance with a Cerberus fighter base on Noveria. Land on Noveria to disable the base's defenses.

Start

This N7 mission will be given to you by Specialist Traynor upon your return to the Normandy after Priority: Tuchanka 2.

Mission Details

Mission Enemies

- Assault Trooper
- Centurion
- Combat Engineer
- Engineer
- Nemesis
- Atlas Mech

Rewards

10000 credits, War Assets: Advanced Fighter Squadron

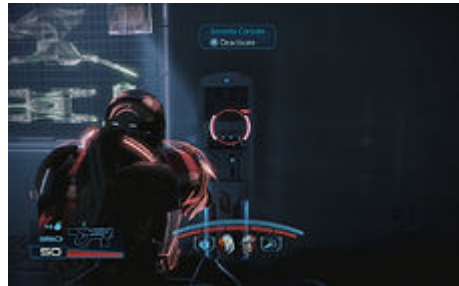
Walkthrough



Head to the Horsehead Nebula into the Pax system, where you can access the planet Noveria and touchdown on the Cerberus fighter base. The team pretty much dives into the action almost immediately, as Assault Troopers and Centurions file out to greet Shepard and crew. Fight your way to the control center in the lower section of the base and deactivate the console.



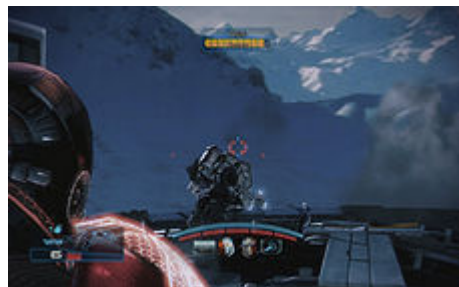
- Spare parts - Check the barrels by the doorway on the upper floor for 2000 credits.
- Pistol Magazine Upgrade - Go down the stairs in the doorway on the upper floor, it is located near a Medi-Gel Dispenser.
- Datapad - In the control center.
- Heating Unit Schematics - Found on wall panel by the first objective for the quest Citadel: Heating Unit Stabilizers.



Upon deactivating the console, you will have to assign a crew member to bring down the defenses. The choice isn't always obvious, but surely, any member that has a good grasp of technology doodads would do well (EDI, Garrus, etc.). While one of your crew members is preoccupied with hacking Cerberus' systems, you and the remaining helper must stave off the incoming Cerberus assault. Afterwards, deactivate the other console to proceed on to the landing pad.



More enemies, including a Nemesis will not hesitate to stop you. As a last ditch effort, Cerberus even throws an Atlas Mech at the crew, one that's been charged with an added shield. Disable this mech and be on your way.



Video

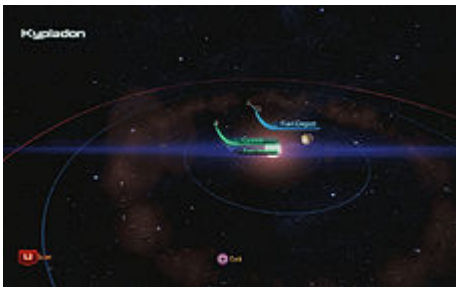
N7: Fuel Reactors

A vital depot has gone silent, leaving allied fleets short on desperately needed fuel. Investigate the depot and get it operational again.

Start

This will be added to your Journal when you finish Priority: Geth Dreadnought and Rannoch: Geth Fighter Squadrons. [note: This mission showed up for me just before the follow-on Rannoch missions, after I finished on the Geth Dreadnaught]

Walkthrough



The point of conflict for this N7 mission lies deep in the Silean Nebula which has now been unlocked on the Galaxy Map. It is Reaper territory, but the planet Cyone should be a cinch to land on. Soldiers have already set an outpost here to assess the situation; meet with Captain Riley to be debriefed on the operation. Be sure to check around this insertion point to find a few crucial items...



- Rosenkov Materials Chestplate - To the left of the turian named Nyrek is this lying atop some crates.
- Medical Treatment Plan - Found on the opposite side of Captain Riley. This item is helpful for the mission Citadel: Chemical Treatment.

You can see immediately -- and a soldier affirms your initial fears -- that the lower parts of the reactor facility has been blanketed with a green corrosive gas that will eat through your shield and your vitality as well. These lethal danger renders the areas with gas unpassable. Your only hope to reach the fuel rods is to first circulate the air to get rid of the gas.



Begin by accessing the nearby crane control panel and using it to remove the giant containers blocking the path by Captain Riley. To do this simply move both of the containers on the left to the right using the crane controls. To the left of the crane control panel you can find salvage behind some stacked crates for some free credits. The now opened path leads to the vent controls for sector A1, which immediately disperses the deadly gas and allows you to roam the area below. Hit the fuel rod controls. Of course, doing so signals a bunch of Husks and a Marauder to appear. A nearby barrier engine can be trouble if you allow it to reinforce the enemies' health.

- PDA - 3000 credits by fuel rod controls.



Dispatch these enemies and head to the two tanks to reactivate them. After reactivating the tanks, you will receive a prompt to restart the reactor.

- PDA - By restart controls. Gives 3000 credits.



Restarting the reactor prompts another fierce skirmish between your squad and more abominations. This time there are multiple barrier engines that you must demolish as soon as possible. When these enemies die off, Captain Riley calls in with desperation in her voice: Her team is pinned down and needs help!

- Paragon option sends off one of your teammates to aid Captain Riley.
- Renegade option seals Riley's fate and keeps your squad intact.



The next encounter ups the ante a bit with a great, big Brute. Lure him away from the barrier engines and put him down before turning your attention to the Marauders trailing behind him.

Afterwards, all you have to do is initialize the start-up and return to the extraction point.

Note: If you did not select the Paragon option above, Captain Riley will have sacrificed her life to preserve Nyrek's life. Upon completion of the mission, you can visit the Spectre terminal on the Citadel to authorize a commendation of valor for Riley whether or not you kept her alive.

Post Mission Wrap-Up

- 10000 credits
- War Assets: Advanced Starship Fuel

Video

N7: Communication Hub

Cerberus has attacked a communications facility on Ontarom in the **Kepler Verge** to access Alliance operations protocols. Disable their hacking devices and save the sole survivor of the attack, Grace Sato.

Start

Admiral Hackett contacts you about a communications facility after your mission on Thessia. Specialist Traynor will alert you to the mission upon return to the CIC.

Mission Details

Enemies

- Assault Trooper
- Centurion
- Combat Engineer
- Nemesis
- Phantom

Rewards

- 5 Reputation
- 10,000 Credits
- War Asset: Communications Arrays

Walkthrough



Cerberus troops will start attacking from the right as soon as you land, so take cover immediately. They will approach from both the walkway and the courtyard below. Take out the enemies and approach the first Cerberus hacking device. There is a med kit in the courtyard if you need it.



- Ariake Technologies Greaves - Under the circular building near where the first Cerberus hacking device.
- Cerberus technology - Near the greaves in a red barrel; salvage for 4000 credits.

Each hacking device takes a few moments to deactivate, so make sure no enemies are nearby before you attempt to deactivate the device. Each time you deactivate a device, Grace will give you the coordinates for the next device and more Cerberus troops will appear.

Make sure you keep moving after you deactivate the first device, or else you might get pinned down with enemies approaching from several sides. Going up the ramp behind the device will give you the high ground. There is ammo at the top of the ramp, and another med kit in the central area of the upper level.

You should be able to see the second device outside from the upper level. Proceed to the second device. Don't worry about Grace for the moment and decide your Morality points in this conversation accordingly.



- Cerberus technology - Near the second hacking device. It contains 3000 credits. If you go down the ramp on the right (when facing the second device), you'll find it.
- Med-kits - Two near the second device: one right next to it, and one closer to the courtyard.
- Cerberus Codes - Check a computer terminal near the second device to get this key item for Citadel: Cerberus Ciphers.



Head back to the central area of the upper level, taking out enemies as you go. Make sure you pick

up any items you missed before you deactivate the third device, because the mission will end immediately.

When things are quiet enough, deactivate the third device in the central area of the upper level.

Video

Citadel Missions



This section collects the **Citadel Missions** that are all started on the Citadel. **Citadel Missions** can be found simply by overhearing conversations and interacting with people on the Citadel.

Citadel Missions

- Citadel: Alien Medi-Gel Formula
- Citadel: Asari Widow
- Citadel: Barla Von
- Citadel: Batarian Codes
- Citadel: Biotic Amp Interfaces
- Citadel: Cerberus Automated Turret Schematics
- Citadel: Cerberus Ciphers
- Citadel: Cerberus Retribution
- Citadel: Cerberus Turian Poison
- Citadel: Chemical Treatment
- Citadel: GX12 Thermal Pipe
- Citadel: Hanar Diplomat
- Citadel: Heating Unit Stabilizers
- Citadel: Improved Power Grid
- Citadel: Inspirational Stories
- Citadel: Kaklisaur Fossil
- Citadel: Krogan Dying Message
- Citadel: Medical Supplies
- Citadel: Medi-Gel Sabotage
- Citadel: Reaper Code Fragments
- Citadel: Target Jamming Technology
- Citadel: Volus Ambassador
- Citadel: Wounded Batarian

Citadel: Alien Medi-Gel Formula

Start

During the N7: Cerberus Labs mission, examine the failed Medi-Gel Experiment.

Description

A new medi-gel formula has been recovered from Sanctum. Find someone on the Citadel who can use it.

Mission Details

Fail Conditions

This Side Mission will automatically fail with no War Assets bonus if you don't turn it in before completing Priority: Tuchanka, as you cannot return to the Citadel without starting the Priority mission after this.

Alternatives

If you missed picking up the medi-gel formula during N7: Cerberus Labs, you can buy it through the computer in the SPECTRE office which is in the Embassies on the Citadel.

Rewards

30 Experience, 1,000 Credits, and the Hanar and Drell Forces War Asset.

Walkthrough

Head to Huerta Memorial Hospital on the Citadel and speak to Dr. Ravin standing in the lobby to hand over the formula.



Video

Citadel: Asari Widow

A dead asari commando left a message to be delivered to her bondmate, Weshra. Find Weshra on the Citadel and deliver the message.

Start

You acquire this mission by investigating a datapad by an asari corpse during the Lesuss: Ardat-Yakshi Monastery mission.

Rewards

- 90 Experience
- +5 Reputation

Walkthrough

After acquiring the datapad, visit Weshra (called Asari Widow) who will be standing on the stairs between Meridian Place Market and Apollo's Cafe in the Presidium Commons.

Video

Citadel: Barla Von

Barla Von has provided the location of some Shadow Broker forces trapped in the Dranek system, inside the Krogan DMZ. Recruit them to the war effort and return to Barla Von.

Start

After Priority: Palaven, talk to Liara in the Presidium Commons on the Citadel. She will send you to talk to Barla Von, who is in the bank in the Commons. Talking to Barla Von will actually get you the quest.

Mission Details

Fail Conditions

You must complete this mission before completing Priority: Tuchanka.

Walkthrough

After talking to Barla Von in the Presidium Commons, proceed to the Krogan DMZ and travel to the Dranek System. Note: This only becomes visible on the galaxy map after completing Priority Sur'Kesh. The Shadow Broker Wet Squad can be obtained by scanning the planet Rothla. After you have done this, travel back to the Citadel and speak with Barla Von to complete the mission.

Video

Citadel: Batarian Codes

C-Sec officer Jordan Noles has requested assistance in tracking illegal use of batarian diplomatic codes. Consult the Spectre terminal and then locate access points on the Citadel.

Start



After Priority: Citadel 2, a C-Sec officer by the name of Jordan Noles will appear in the Presidium Commons and request your help.

rewards

War Assets: Batarian Fleet (if recruited)

Walkthrough

The first order of business is to visit the Spectre terminal at the Citadel Embassies to enable tracking of batarian access codes. From this point on, the Omni-tool will point you to special consoles that you can check out. There are three of these consoles.



The first is located inside a side room within Huerta Memorial Hospital. The second is on the Normandy dock entrance. The final one resides in the very back of the refugee camp. At this point, you spring a trap and lure the batarian out. Note that if you imported your character from Mass Effect 1 and let him live, the batarian turns out to be Balak. If not, it is a random batarian on the very edge of madness.



Using your special Paragon/Renegade negotiations, you can placate the angry batarian and ask him to join your stand against the Reapers. The previous option is made available only if your Paragon or Renegade leanings are high enough; otherwise, you'll be forced to kill him and gain nothing.

Video

Citadel: Biotic Amp Interfaces

Start

After Priority: Palaven, return to the Citadel and go to Huerta Memorial Hospital. Head into the Inpatient Wing and listen to the conversation the Asari is having on your right as you enter.

You can also start the quest by recovering the interfaces in Grissom Academy.

Description

An Asari on the Citadel is looking for improved biotic amp interfaces. Find schematics and bring them to her at the Huerta Memorial Hospital.

Mission Details

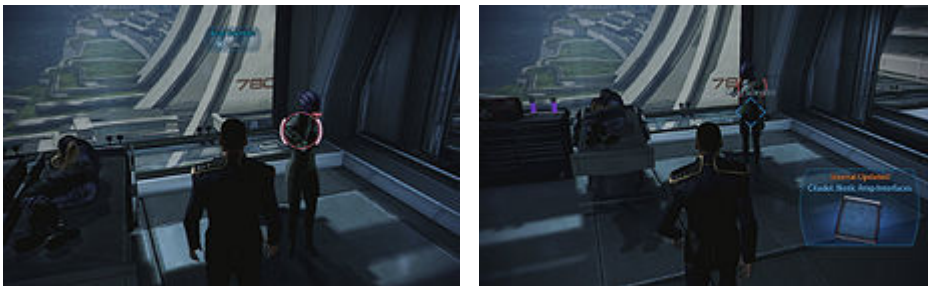
Fail Conditions

You must complete this mission before starting Priority: Tuchanka.

Rewards

War Assets: Citadel Defense Force

Walkthrough



The interfaces are found in a console towards the end of the Grissom Academy mission.

The turn-in is to the same Asari scientist in the Huerta Memorial Hospital.

Video

Citadel: Cerberus Automated Turret Schematics

Start

During the Tuchanka: Bomb mission, pick up the Turret Control Schematics to automatically initiate this side mission on the Citadel.

Description

A C-Sec officer needs a way to detect or deactivate Cerberus turrets left behind on the Citadel. Find Cerberus automated turret schematics and bring them to him in the Presidium Commons.

Mission Details

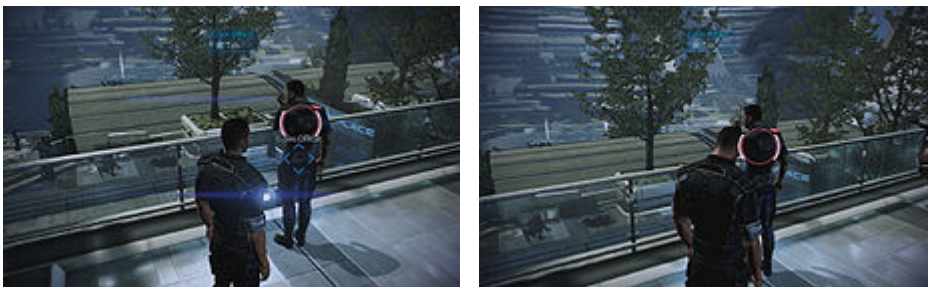
Fail Conditions

None

Rewards

War Assets: Citadel Defense Force

Walkthrough



Once you've the turret control schematics in possession, you'll need to wait until after Priority: Citadel 2. The C-Sec officer you need to speak to will appear in the Presidium Commons after the attack.

Video

Citadel: Cerberus Ciphers

Starting Point



After Priority: Citadel 2, talk to Delk, a turian standing at the back of the Citadel Embassies, (Near the Spectre Requisitions Office) will update your Journal with his talk of Cerberus Ciphers.

Description

A C-Sec Officer needs updated ciphers to break Cerberus codes. Find the ciphers and deliver them to him at the Citadel embassy.

Mission Details

Rewards

- 5 Reputation
- 30 Experience
- 1,000 Credits.
- War Assets: Alliance Fifth Fleet

Walkthrough

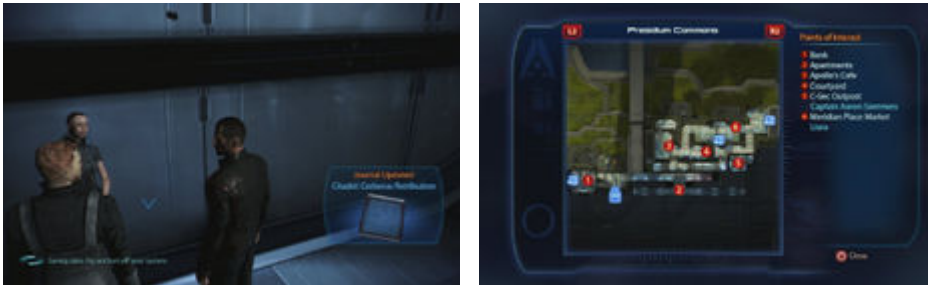
The Cerberus cipher codes can be obtained during the mission N7: Communication Hub. After completing the second objective, the terminal (which says "Cerberus Codes") will be on your right. If you fail to obtain the codes during this mission, they will become available via the Spectre Terminal for 1,000 credits. When you obtain the codes, return to the Citadel Embassies and speak with Delk.

Video

Citadel: Cerberus Retribution

Citizens on the Citadel are preparing to carry out some sort of assassination at the C-Sec office in the Presidium Commons. Go there and look for suspicious activity.

Starting Point



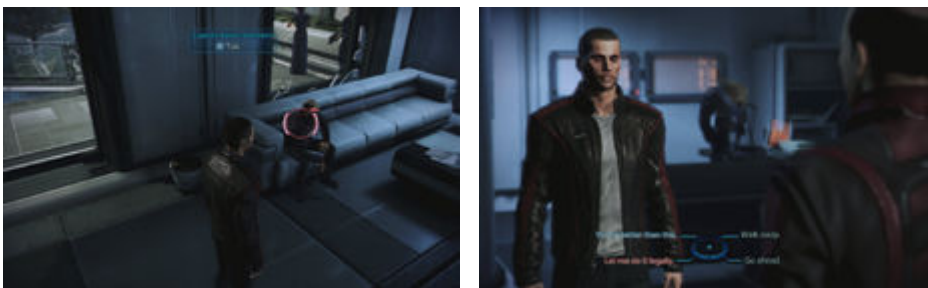
You can speak to the bickering angry citizens at the Presidium Commons. These guys are available some time after Priority: Perseus Veil.

Mission Details

Rewards

- 5000 credits

Walkthrough



After initiating the quest, you'll now find Captain Aaron Sommers sitting in the C-Sec office of the Presidium Commons. With high enough Paragon/Renegade leanings, you can access the special persuasion options to earn the respective Morality points.

Video

Citadel: Cerberus Turian Poison

A doctor on the Citadel is looking for a Cerberus poison tailored to turians. Find a sample of the toxin and deliver it to the Huerta Memorial Hospital.

Starting Point

The events of Priority: Citadel 2 have left Huerta Memorial Hospital busier than ever. Listen in on a doctor lamenting the fact that he lacks the ability to counteract the turian-specific poison.

Rewards

War Assets: Turian Seventh Fleet

Walkthrough

You'll find the necessary item called the Turian Toxin Data in the lab area (under a microscope) during the mission Arrae: Ex-Cerberus Scientists. If you already missed this item, you can buy it from the Spectre terminal.

Return to the doctor in Huerta Memorial Hospital afterward.

Video

Citadel: Chemical Treatment

A doctor is looking for a way to treat a patient with chemical burns. Find a treatment plan and deliver it to the Huerta Memorial Hospital.

Starting Point

Visit the Huerta Memorial Hospital after Priority: The Citadel 2 to find doctors puzzling over a patient with chemical burns.

Rewards

War Assets: Alliance War Fleet

Walkthrough

The Medical Treatment Plan can be found near the beginning area in N7: Fuel Reactors. It is on a crate, next to one of the ladders leading down to the radioactive area. If you missed the item, the Spectre terminal can relinquish the item for 1000 credits.

Once you have it, return to the puzzled doctors to demystify the mystery.

Video

Citadel: GX12 Thermal Pipe

Start

At some point, Specialist Traynor will tell you Adams wants to speak to you when you come aboard the Normandy. Visit Adams when this happens to receive this quest.

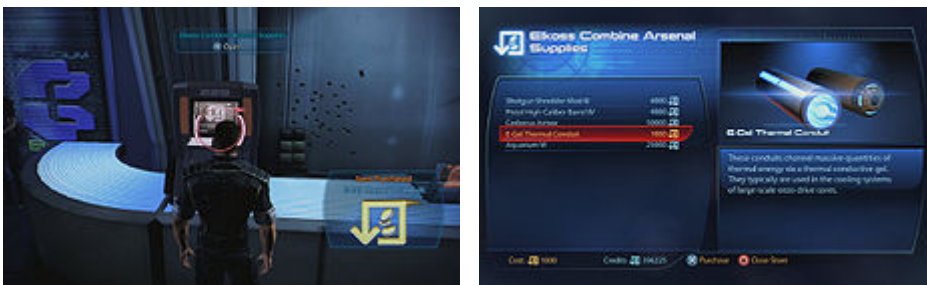
Description

Chief Engineer Adams has requested a GX12 thermal pipe to make the Normandy's engines safer. Find one on the Citadel and deliver it to him.

Mission Details

- Fail Conditions: None
- War Assets: None

Walkthrough



You can buy the thermal pipes from Elkoss Combine Arsenal Supplies by the bank at the Presidium Commons. It's called the E-Gel Thermal Conduit. Once purchased for the reasonable sum of 1000 credits, Engineer Adams will automatically get to work on installing it. Visit him again sometime later to complete the quest.

Video

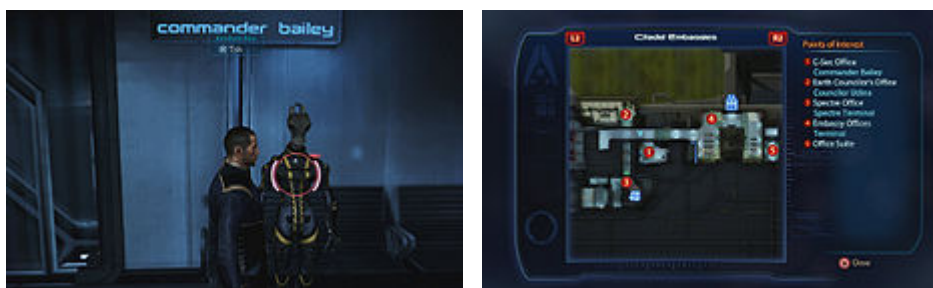
Citadel: Hanar Diplomat

Salarian Spectre Jondum Bau suspects that a member of the hanar diplomatic staff is indoctrinated. Find evidence on the hanar in the Presidium Embassies.

Start

After Priority: Palaven, a Salarian named Jondum Bau will be standing outside Commander Bailey's office. Speak to him to receive this mission.

If you import a Mass Effect 2 save with Kasumi Goto (from the Stolen Memory DLC), this mission will be drastically different.



Hanar Diplomat Terminal Access Bug

There is a bug across all platforms that makes it so you cannot access the terminals to complete this mission. There is no known solution other than to load a previous save -- and then complete the mission without starting or attempting any other missions.

Also if you access the Terminal in the seating area before the terminal in Spectre offices, the exact same dialogue about a lusty Hanar will play. This may cause the mission to bug out and prevent completion.

UPDATE: A fix has been found for the PC version. Visit the Mass Effect Wiki Talk Page FIX (PC)

http://masseffect.wikia.com/wiki/Talk:Citadel:_Hanar_Diplomat#Fix_.28PC.29

Mission Details

Fail Conditions

You must complete this mission before starting Priority: Tuchanka.

Rewards

- War Assets: Hanar and Drell Forces +50 (Paragon), Spectre Unit +40 (Renegade)

Walkthrough



On the Citadel Embassies floor, head into the Spectre office to access the Spectre terminal, Enable Hanar Embassy tracking. Shepard's rank will allow him to enable Hanar Embassy Tracking. Then access the Terminal by the seating area near the Office Suite on the map. The next Terminal can be found just outside the elevator to Docks: Holding Area. The third Terminal is at the very end of the Docks: Holding Area walkway. As you return to the elevator where you accessed the Second Terminal, it will be active again. Accessing it will cause you to be directed to meet with Jondam Bau near the Office Suite on the Citadel Embassies floor.

Save before before speaking to Bau, as it takes you to an immediate cutscene where you confront the Hanar diplomat. The cutscene begins with Bau and you charging into the Hanar office, where the Hanar Zymandas (one would assume a reference to Ozymandias, since his soul name is Regards the Works of the Enkindlers in Despair) and a shifty looking human await. You can ask why he chose to do this for an explanation, tell him you are going to arrest him (+2 Paragon), or tell him to watch you stop him (+2 Renegade).

After you advance the cutscene, you find out that he has uploaded a virus that will shut down all Hanar planetary defense systems. Bau says it is possible to catch the upload but he is attacked by the human. You are given a renegade prompt; if you select it, then you knockout the human and Bau shoots the Hanar before futilely trying to stop the upload. If you do not select it, Shepard races to a terminal and counters the Virus upload. Depending on your actions, you will get one of two rewards and Jondam Bau will live or die.

Stop the Virus and Save Jondam Bau

If you did the DLC with Kasumi Goto then she will stop the virus and Shepard will save Jondam Bau. This way you will get both war assets. If you completed her loyalty mission in ME2, Kasumi will also join the cause.

Kasumi Goto Version Video

Citadel: Heating Unit Stabilizers

Start



After Priority: Palaven, overhear a conversation by a Salarian in the Presidium Commons of the Citadel,

Description

A Salarian on the Citadel needs new heating unit stabilizers. Find them and bring them to him in the Presidium Commons.

Mission Details

Fail Conditions

None

Rewards

War Assets: Salarian Third Fleet

Walkthrough

The heating unit stabilizers can be obtained in one of two ways:

- The first way is free and can be found during N7: Cerberus Fighterbase mission. Search the control panel near the first objective to find this easily missed item.

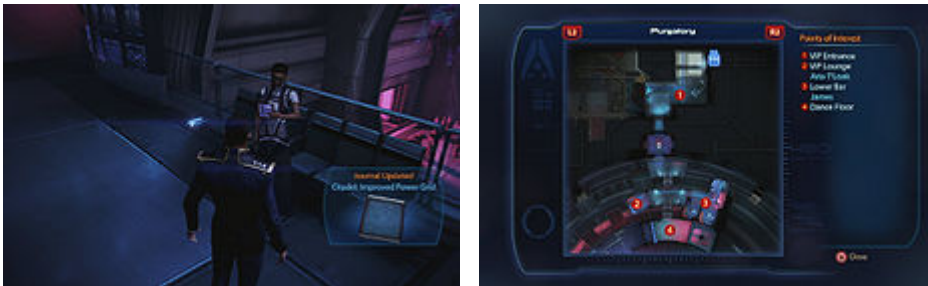


- The second option, which appears only after you finish the mission and if you fail to pickup the item, is to purchase them from a specific place on the Citadel. Head to the Spectre requisitions terminal inside the Spectre office of the Citadel and note that heating stabilizers are conveniently for sale here. For 1000 credits, this item will sufficiently suit the salarian's needs.

Video

Citadel: Improved Power Grid

Start



After Priority: Palaven, overhear a woman talking by herself outside the purgatory bar.

Description

A technician at Purgatory on the Citadel needs an improved power grid to keep things running. Find schematics for a new power grid and deliver them.

Mission Details

Fail Conditions

If you want to complete this mission (it is optional), you must complete it before starting Priority: Tuchanka.

Rewards

1000 Credits, War Assets: Alliance Fifth Fleet

Walkthrough

The power grid you're looking for can be acquired one of two ways.



- The first option requires you to part with some credits. You can actually buy the power grid from

one of the stores on the Citadel.

- The second option is finding the Old Grid Schematics during the N7: Cerberus Attack mission on Tuchanka.

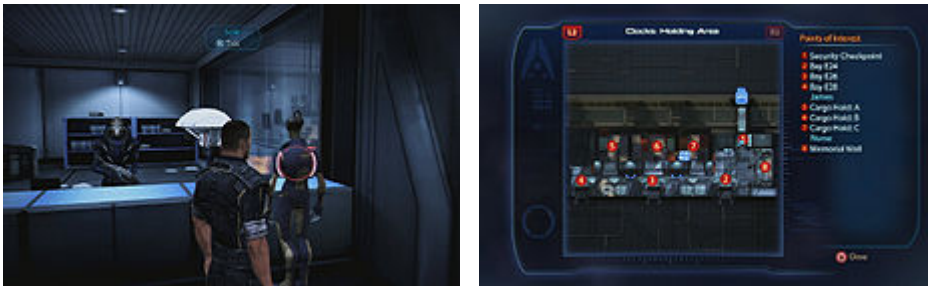


Once you've obtained the power grid through either method, visit Alison (the technician) and hand them over to her.

Video

Citadel: Inspirational Stories

Start



After Priority: Citadel 2, visit the refugee camp at the Citadel and speak to a salarian named Solik. He'll implore you to help him with his documentary, which he foists upon you whether you agree to help or not.

Description

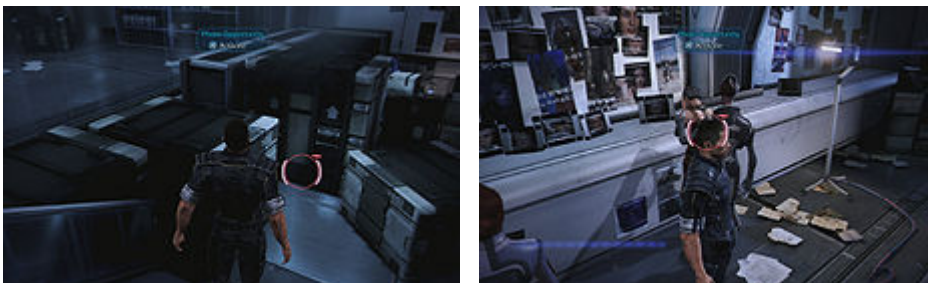
Film director Solik Vass is looking for inspirational footage to be used in a film to raise morale for the war effort. Find footage on the Citadel and return to Vass at the refugee camp.

Mission Details

Fail Conditions

Rewards

Walkthrough



There are enough photo-worthy scenes going on in the refugee camp. Throughout the camp, you'll come across about five photograph opportunities that may or may not please Solik. He'll comment on each one, and on the last one he'll tell you to return to him to complete the quest.

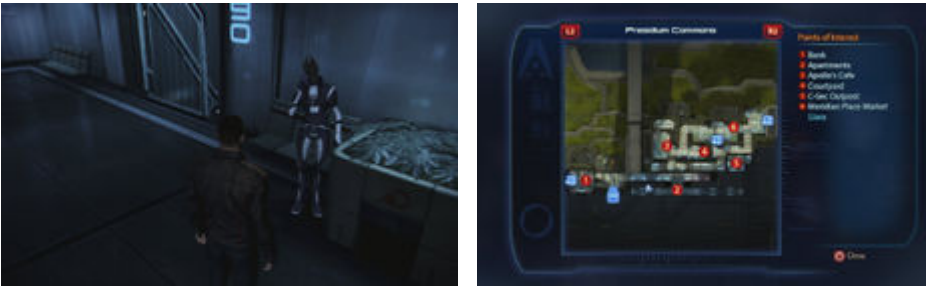


Video

Citadel: Kakliosaur Fossil

A salarian scientist needs a preserved kakliosaur specimen to help the krogan fight on toxic worlds. Find one and return it to him on the Presidium Commons.

Start



After Priority: Citadel 2,, talk to the salarian by the apartments, conversing on his communications device.

Rewards

- +5 Reputation
- 15000 credits
- War Assets: Krogan Clans

Walkthrough

Go to the Argos Rho cluster and then to the Phoenix cluster and the planet Intai'sei. Scan the planet, retrieve the Kakliosaur Fossil and reap the rewards.

Video

Citadel: Krogan Dying Message

Starting Point

During Attican Traverse: Krogan Team, you'll find a dead krogan clutching a letter for his love.

Description

A dying krogan has asked that his final message be delivered to an asari merchant named Ereba. Find her in the Citadel and deliver the krogan's message. Note: In ME2 during your visit on Illium you can overhear a conversation between the Krogan expressing his love for the very same Asari. It's also a side mission to encourage her to seek a relationship with him.

Mission Details

Fail Conditions

Rewards

Walkthrough



While you won't get the mission details immediately upon receiving this letter, you will be able to find Ereba at Meridian Place in the Presidium Commons of the Citadel, after Priority: Sur'Kesh. Give her the letter to complete the quest.

Video

Citadel: Medical Supplies

The Normandy's doctor has noted a group in the refugee camp that has military medical supplies but needs simple civilian necessities. Meet Tactus in the refugee camp to broker a trade.

Starting Point

Speak to your chosen doctor on-board the Normandy sometime after Priority: Citadel 2 to receive this mission.

Rewards

- War Assets:
- Enhanced Medi-gel or increased Medi-gel capacity

Walkthrough

Tactus is a turian wearing purple armor in the refugee camp on the Citadel. You'll need to have the appropriate amount of Paragon or Renegade points for a successful negotiation.



Afterwards, speak to your doctor for a different reward depending on who that may be.

- Dr. Chakwas: Enhanced medi-gel
- Dr. Michel: Increased medi-gel capacity

Video

Citadel: Medi-Gel Sabotage

Medi-gel dispensers in the Citadel refugee camp have been sabotaged. Find the dispensers and repair them.

Starting Point



After the crisis of Priority: Citadel 2, head to the refugee camp and listen in on the distressed refugee camp doctor to receive this quest.

Conrad Verner in Mass Effect 3

If you imported a save where Conrad Verner survived both Mass Effect and Mass Effect 2, he appears during the **Citadel: Medi-Gel Sabotage** Side Mission.

You can prevent Verner from dying only if you ALSO imported a save where you helped Jenna from Chora's Den in Mass Effect. She will appear as Conrad Verner's girlfriend, and the gun used to shoot him will be fake.

Mission Details

Fail Conditions

None

Rewards

War Assets: Turian Seventh Fleet

Walkthrough



There are three sabotaged dispensers in the vicinity of where the mission was initially obtained. Conveniently, each of the three are located in close proximity to one another, as well. Examine all three and return to the good doctor to finish this.



Citadel: Reaper Code Fragments

An asari war strategist needs fragments of Reaper code to predict enemy movements. Find a Reaper code fragment and deliver it to her at the Citadel embassy.

Starting Point

After Priority: Citadel 2, head to the Citadel Embassies floor to overhear this conversation and pick it up as a quest.

Rewards

War Assets: Asari Second Fleet

Walkthrough

You can find the Reaper code fragments during Rannoch: Geth Fighter Squadrons. In the second server, there is an area of the virus highlighted in brackets as you traverse the virtual walkway from the start of the level.

If you missed it, head to the Citadel embassy and access the Spectre requisitions terminal to purchase the reaper code fragments on the Citadel to retrieve the codes.

- If you purchase the code fragments you may need to leave the embassy and return before presenting it to the Asari War Strategist who is working on a tablet computer near the elevator in the embassy.

Video

Citadel: Target Jamming Technology

A C-Sec officer needs target-jamming technology to save lives during future attacks. Find the technology and bring it to him in the Presidium Commons.

Start



After Priority: Citadel 2, wander through the Presidium Commons of the Citadel to overhear a distressed C-Sec officer mention target-jamming technologies and note his needs in the Journal.

Mission Details

Rewards

- War Assets: Citadel Defense Force

Walkthrough

The Jamming Tower Data can be obtained during the Rannoch: Admiral Koris mission. Inspect the various terminals near the AA guns during the mission, or from Spectre Requisitions after the mission if the data have been overlooked.

Once you have obtained the target jamming technology go to the lower level of the commons next to Apollo's Cafe and give the technology to the C-Sec officer.

Video

Citadel: Volus Ambassador

A message from Primarch Victus implicates volus ambassador Din Korlack as a possible Cerberus informant. Investigate the ambassador at the Presidium Embassies.

Starting Point

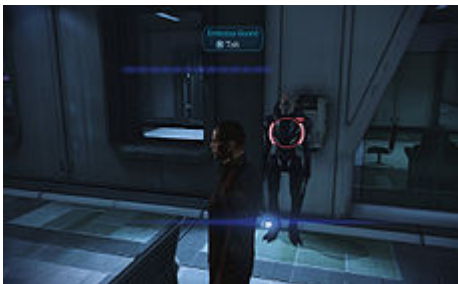
When you next check your e-mail after the Priority: Citadel 2 mission, you'll receive a message from Primarch Victus detailing this mission.

Rewards

War Assets: Turian Sixth Fleet, Volus Bombing Fleet (if Renegade)

Walkthrough

On the Embassy level of the Citadel, you will speak with an officer standing guard at the office left of the elevator. The officer will grant entry to the office, where you will find the ambassador's log.



After listening to 3 log entries, locate the listening device in the corner by the door. The ambassador will speak to you over the com device from where he is being held hostage. The elevator will automatically go to the commons.



The ambassador is being kept in the apartment area, up the stairwell on the right. There are two doors with orange buttons on them, one at either end of the long hallway. The first door you choose will be the wrong door. Wait until the dialogue finishes before moving to the other door. As you cross the hallway the game loads, and if the dialogue is still going on, the game may glitch and you won't be able to open the other door. If this happens, just leave the Presidium and come back.

- Paragon saves a colony.
- Renegade gains you a war asset
- A high enough reputation will allow Shepard to save the colony and obtain the war asset through extra paragon or renegade dialog choices

Video

Citadel: Wounded Batarian

Start

After Priority: Citadel 2, visit the Presidium Commons to pick up this quest through the chatter.

Description

A badly wounded batarian may actually be a terrorist. Find him in the refugee camp and investigate.

Mission Details

Fail Conditions

rewards

Walkthrough

Head to the refugee camp on the second floor of the Citadel to find the batarian on the cusp of death. Speak to the nurse first before you can initiate contact with the potential terrorist.



During the conversation, you'll have two morality choices to choose from. The second one carries more weight than the other:



- The Paragon choice lets you commit euthanasia, killing the suffering batarian out of the goodness of your heart.
- The Renegade choice lets you just walk away and prolong his suffering.

Video

DLC

DLC stands for **Downloadable Content**; additional material that is purchased or acquired separately from the disc-based version. Some Mass Effect 3 content, like the bonuses acquired from the iOS game Mass Effect Infiltrator is shared via a player's EA Origins online account (this is separate from your Xbox Live or PlayStation ID).

Single-player DLC

These single-player add-ons contain new Primary Missions and Characters.

From Ashes



From Ashes went on sale the day Mass Effect 3 launched for \$10 (800 Microsoft Points on XBLA.)

People who have pre-ordered the N7 Collectors Edition or N7 Digital Deluxe Edition the of the game receive this as a pack-in.

The new Prothean squadmate can be used in battle. The DLC includes a mission on Eden Prime (a planet in Mass Effect 1), a new weapon (the Particle Beam), and new appearances for every squad member.

Online Content

A PC exclusive online weapon, the M-90 Indra Sniper Rifle, can be downloaded from Alienware here. Redeem codes are limited.

<http://www.alienwarearena.com/giveaway/mass-effect-3-giveaway>

Content from Miscellaneous Retail Items

Some Mass Effect 3 retail items contain codes for Mass Effect 3 DLC. Below is a list of all the available DLC bonus content from toys, books and more.

Art of the Mass Effect 3 Universe Pre-Order Content



The Dark Horse-published Art of the Mass Effect 3 Universe book includes in-game bonuses. Readers will earn themselves a DLC code for the Collector Assault Rifle, which also came as a bonus in the Mass Effect 2 Collector's Edition. You can only score this PC- and Xbox 360-exclusive weapon (and other unspecified content) by pre-ordering The Art of the Mass Effect Universe from Barnes & Noble before February 20.

BigBadToyStore Exclusive Content



BigBadToyStore has revealed that their upcoming line of Mass Effect figurines will include an added bonus for fans in the way of downloadable content. Each of the new 6.7" to 7.25" figures from the second series of the set (Miranda, Mordin, Legion, and Garrus) will include a card packed in with an access code for downloadable content for the game. The official description reads:

This product contains a code that can be redeemed for bonus content for Mass Effect 3 multi-player that could include powerful weapons to take on the Reapers. The pack could also include character boosters, weapon modifications, and weapon upgrades to make your multiplayer squad stronger.

Unfortunately for PS3 owners, the content only applies to the PC and Xbox 360 versions of the game.

Kotobukiya

The Liara T'Soni Bishoujo figure includes the Reinforcement DLC multiplayer pack, only available for XBOX 360 and PC.



Razer Products

The following Mass Effect 3 Razer products come with codes for the Collector Assault Rifle plus "a downloadable multiplayer item."

- Mass Effect 3 Onza Tournament Edition Controller [1]
- Mass Effect 3 Chimera 5.1 Headset [2]
- Mass Effect 3 Vespula Dual-Sided Gaming Mouse Mat [3]
- Mass Effect 3 Edition Messenger Bag [4]
- Mass Effect 3 iPhone 4 Protection Case [5]
- Mass Effect 3 Imperator Expert Ergonomic Gaming Mouse [6]
- Mass Effect 3 Black Widow Ultimate Keyboard [7]

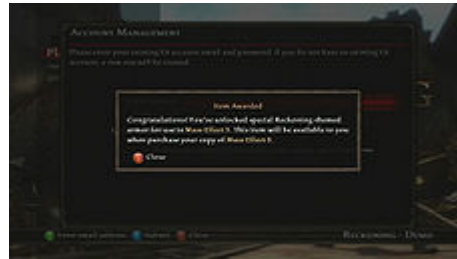
Collector's Edition Bonuses

The following items are only be available to those that purchase the N7 Collector's Edition and N7 Digital Deluxe Edition:

- N7 Warfare Gear
- Robotic Dog
- Squadmate Alternate Outfit Pack
- N7 Hoodie
- Bonus Mission and Character

Kingdoms of Amalur: Reckoning Crossover Content

On January 11, 2011, EA announced a crossover between Kingdoms of Amalur: Reckoning and Mass Effect 3. Playing the demo for Kingdoms of Amalur unlocks two Reckoning-inspired in-game items in Mass Effect 3, while playing the Mass Effect 3 demo unlocks armor and a weapon in Kingdoms of Amalur.



Playing Amalur will lead to Reckoner Knight Armor and a Chakram Launcher weapon in Mass Effect 3.

Downloadable Pre-Order Content



You can no longer pre-order Mass Effect 3. However, this content may be made available again for purchase eventually.

Bioware announced [8] various downloadable items that will be given to people that pre-order Mass Effect 3. The DLC items vary by retailer and may be limited to US outlets.

Retailer	Pre-order Bonus
Everywhere (US)	M-55 Argus Assault Rifle
GameStop (US)	N7 Valkyrie Rifle, N7 Defender Armor
EA Origin (US)	AT-12 Raider Shotgun and M-55 Argus Assault Rifle

From Ashes

From Ashes Mass Effect 3's first downloadable content was made available on launch day and involves acquiring Javik (The Prothean) on your team. It costs 800 Microsoft points. EA has confirmed that the content of From Ashes was developed post-disc certification of Mass Effect 3 and is NOT included on the disc. [1] However, it has been discovered that the Prothean character model was included on the Mass Effect 3 retail disc.

From Ashes Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2012/03/06/mass-effect-3-from-ashes-dlc-priority-eden-prime-aftermath-dlc-walkthrough-part-2>

Bug

It is recommended that you complete this mission before Priority: Palaven or Priority: Sur'Kesh, as there is a bug for the 360 that may cause Primarch Victus and Urdnot Wrex to disappear from the Normandy's war room. Both of whom are not supposed to leave the war room until after Priority: Tuchanka 2, when the genophage issue has been dealt with.

Apien Crest: Banner of the First Regiment

Start



After Priority: Palaven, go to the Purgatory Bar on the Citadel, head inside to the lower level and eavesdrop on a trio of turian soldiers to get this mission.

Description

A Turian officer needs the Banner of the First Regiment to inspire his troops.

Mission Details

Fail Conditions

None

Rewards

War Assets: Turian Seventh Fleet and 15000 credits.

Walkthrough

In the Castellus cluster inside Apien Crest, scan the planet Digeris and scan the surface to extract the Banner of the 1st Regiment. Return it to the Turian officer in Purgatory.

Video

Arrae: Ex-Cerberus Scientists

Start

After returning to the Normandy following the events of Priority: Citadel 2, Specialist Traynor alerts you to this mission.

Description

A group of top-level scientists have cut ties with Cerberus and are fleeing their former employer. Rescue the scientists before Cerberus can find them.

Mission Details

FAIL CONDITIONS

If you want to complete this mission (it is optional), you must complete it before starting Priority: Cerberus Headquarters.

Mission Enemies

- Assault Trooper
- Guardian
- Centurion
- Combat Engineer
- Turret
- Phantom
- Atlas Mech

Rewards

- 12500 credits
- War Assets: Ex-Cerberus Scientists, Dr. Brynn Cole, Jacob Taylor

Walkthrough

Reach the Arrae system via the Minos Wasteland cluster and make way to the planet Gellix to begin this mission.



A bullet exchange is already taking place between survivors (including a very familiar face) and Cerberus troops. A shield pylon will fortify some of the enemy personnel with a shield, so take that out when you can. Clear out the Cerberus enemies and then speak to the survivor to gain access to the building. Head upstairs and talk to Dr. Archer if you wish.



- Datapad - Desk on the second floor gives 2000 credits.
- Weapon bench - Head through the door next to Dr. Archer
- Assault Rifle Magazine Upgrade - Through the door upstairs, next to the weapon bench

Brynn is just further ahead, issuing commands to scientists. Feel free to pick Brynn's brain on the available topics.



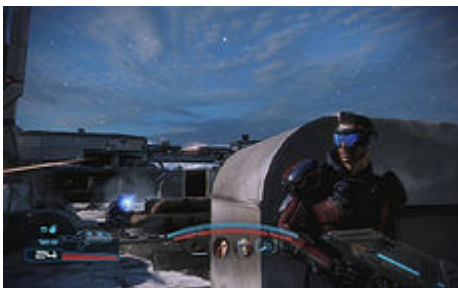
- Datapad - On the table not far from Brynn is a data pad that gives 2000 credits.
- Turian Toxin Data - Don't miss this item on the microscope by the stairs. This is crucial for Citadel: Cerberus Turian Poison.
- Kassa Fabrication Greaves - Atop the crates in the adjacent examination room, near Jacob.
- Datapad - On a table across from Jacob, gives 1250 Credits
- Shotgun High Caliber Barrel - Right by the door that'll lead you to satellite console.



Just after the loading screen after you go up the ladder on the left pipeworks is a new pistol, the M-6 Carnifex.

Cerberus have already occupied the roof when you arrive, but the first group don't realize you're there yet. Take them by surprise, being sure to take out the shield pylon which reinforce the defense of some enemies in its vicinity. Fight your way to the telemetry control and get the satellite dish back online.

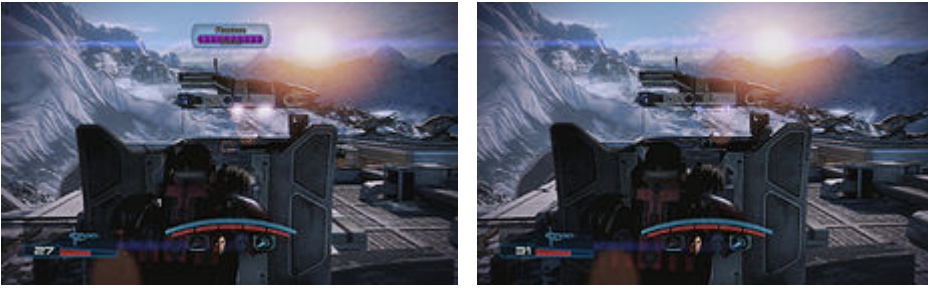
- Medkit - Immediately to the right of the telemetry control.
- Datapad - On the ground to the right of the telemetry controls, gives 2000 credits



The next step is to reactivate the anti-aircraft guns manually. They're far across the way, and your advancement there will be punctuated by a myriad of enemies, including one on the mounted turret in the distance. Take cover from the turret fire and inch toward it. A ladder on the left leads to its level. Before you go up the ladder, grab the Sniper Rifle Piercing Mod hidden behind the large shipping crates.



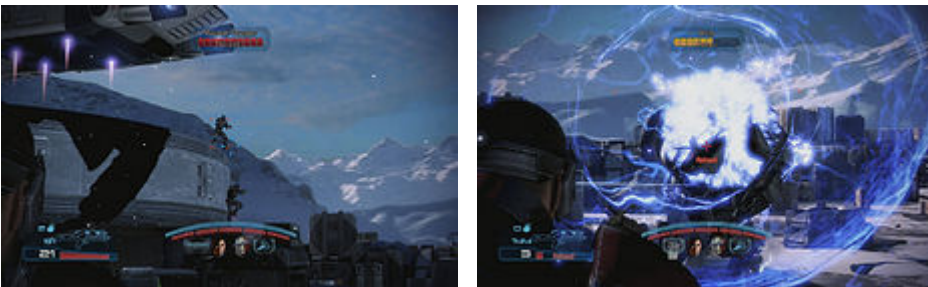
- Shotgun Spare Ammo - Down the ladder near the turret and AA gun.
- Datapad - By the turret and AA gun on the roof. Gives 3750 credits.
- Medkit - Right under the datapad.



When you reach the AA gun controls, assign the appropriate squadmate to conduct the repairs. The ideal squadmate should be weapon and tech savvy. While the other squadmate is tied down, mount the turret and rain hell on the Cerberus enemies coming in from dropships. They should pose little problems for you if your aim is true on the turret. After the repairs are done, manually activate both AA guns to complete this leg of the mission.



It's time to make another decision:



- If you want to talk to Brynn or Jacob, or if you need pick up some items, you can start the evacuation later without affecting the outcome.
- If you're ready to move on, start evacuating the scientists now. Things don't go smoothly, however, as Cerberus troops start to flood into the facility. Fend off the troops and defend the departing shuttles. The combat will get pretty heated back outside, culminating in a battle against an Atlas Mech. After eliminating all the enemies on-site, you'll be scooped up by Brynn.

Video

Aria: Blood Pack

Start

Sometime between Priority: Palaven and Priority: Sur'Kesh, you'll receive an e-mail from Aria T'Loak. Rendezvous with Aria in the VIP lounge on the Purgatory Bar level of the Citadel. You'll receive this and two other missions.

Description

Aria T'Loak has requested assistance uniting mercenary bands under her control. Speak to Narl in the Presidium Commons and gain the allegiance of the Blood Pack.

Mission Details

Fail Conditions

Rewards

War Assets: Terminus Fleet

Walkthrough



Narl can be found in the Presidium Commons in room 86 upstairs. Simply head in and watch the scene unfold.

Video

Aria: Blue Suns

Aria T'Loak has requested assistance uniting mercenary bands under her control. Speak to Darner Vosque in the Citadel refugee camp and gain the allegiance of the Blue Suns.

Start

Sometime between Priority: Palaven and Priority: Sur'Kesh, you'll receive an e-mail from Aria T'Loak. Rendezvous with Aria inside the club on the Purgatory Bar level of the Citadel. You'll receive this and two other missions.

Mission Details

Fail Conditions

As of the game's launch, you may encounter a bug that would prevent one of Aria's desired factions from being added to the Galactic Readiness rating. It would seem that this bug occurs only if you choose the Paragon route. It hasn't yet been confirmed that BioWare is working on a fix to prevent the bug, but for the time being perfectionists should go with Renegade options to be safe. There is no bug if you start in Paragon route you have finish it in that route.

Rewards

War Assets: Terminus Fleet

Walkthrough



Unlike the other two Aria-related missions in the bundle, this one is slightly more involved. Head to the second floor of the Citadel, into the refugee camp. The leader of the Blue Suns is a shady, bald character by the name of Darner Vosque, who's standing in the back. The negotiations, however, come to a stalemate until General Oraka is dealt with. General Oraka can be found lounging on a bench in the Presidium Commons.



The mission will proceed quite differently depending on your choice in the dialogue with Oraka:

- The burden of gathering weapons can fall on you. From this point, you'll be sent to speak to a Salarian vendor and need to hop on the Normandy for some planetary excavation. Talk to the Salarian nearby in the Presidium Commons. Travel to Kite's Nest, then to the Vular system, and scan Vana until it pings. Proceed to probe the planet for weapons. Once retrieved, return to the vendor and then to Oraka.
- Issue a kill order on Oraka to quickly and effortlessly finish the mission.

Video

Aria: Eclipse

Aria T'Loak has requested assistance uniting mercenary bands under her control. Speak to Commander Bailey's assistant at the Presidium Commons C-Sec station and gain the allegiance of the Eclipse band.

Starting Point

Sometime between Priority: Palaven and Priority: Sur'Kesh, you'll receive an e-mail from Aria T'Loak. Rendezvous with Aria inside the club on the Purgatory Bar level of the Citadel. You'll receive this and two other missions.

Mission Details

Fail Conditions

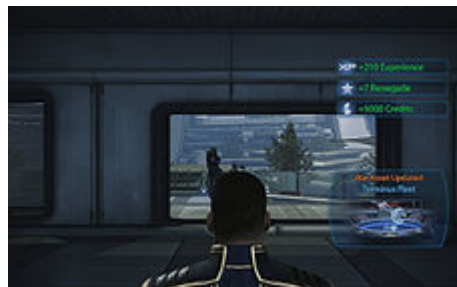
As of the game's launch, you may encounter a bug that would prevent one of Aria's desired factions from being added to the Galactic Readiness rating. It would seem that this bug occurs only if you choose the Paragon route. It hasn't yet been confirmed that BioWare is working on a fix to prevent the bug, but for the time being perfectionists should go with Renegade options to be safe.

Rewards

War Assets: Terminus Fleet

Walkthrough

Although the Journal description indicates speaking with Bailey's assistant, you can advance the quest by first heading to Commander Bailey himself at his office. Demand that she be released immediately.



Bailey then refers you to his assistant situated at the C-Sec outpost in the Presidium Commons (he won't speak to you without having spoken to Bailey first). Get a first-hand impression of the crazy Asari and convince Bailey to release her from incarceration.

Alternatively, keep the Asari imprisoned by telling Bailey you'll find another solution. Then go to

Hanger Dock 2 & find a Salarian named Sayn. (He is the Eclipse's second in command and can be found near Garrus.) Convince him to take control of Eclipse instead. As you head back to elevator, Bailey will call to tell you Aria pulled the request to release the prisoner and finishes the quest.

Bug

If you decide to convince Sayn to take over, there is known glitch on the 360 and the PS3. Bailey won't call the player and you cannot proceed any farther in the quest.

Note: This bug has been fixed on both the 360 and PS3. You can now make Sayn the leader of Eclipse and complete the mission.

Video

Athena Nebula: Hesperia-Period Statue

An Asari in the Presidium Commons needs a statue from the Hesperia period to help with Crucible research. Find one in the Athena Nebula and deliver it to her.

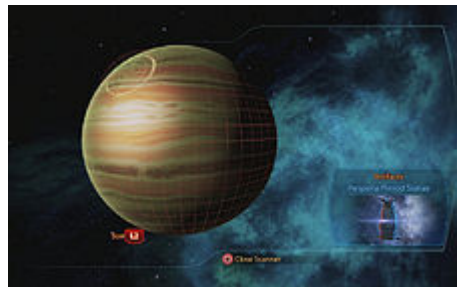
Start

After Priority: Citadel 2, visit the Presidium Commons to overhear an asari talk about this statue and update your Journal with this quest.

Rewards

War Assets: Alliance Engineering Corps

Walkthrough



Explore the Athena Nebula (when it is available) and enter the Vernio system. The correct planet to scan is Polissa, where you'll be able to retrieve the Hesperia-Period Statue and bring it back to the asari.

Video

Attican Traverse: Krogan Team

Start

You'll get this mission after Priority: Sur'Kesh. This mission can also be called Attican Traverse: The Rachni.

Description

A Krogan team has gone missing, and Normandy has received the NavPoint with their last-known coordinates. Investigate the missing team and find out what happened.

Mission Details

Fail Conditions

None.

Mission Enemies

Husk, Ravager, Swarmer, Cannibal

Rewards

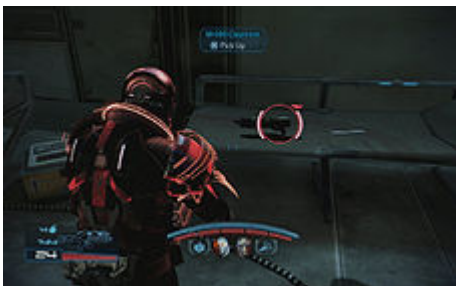
12500 credits, War Assets: Alliance Fifth Fleet, Aralakh Company

Walkthrough

Head into the Ninmah Cluster and wander into the Mulla Xul system. It'll take you to Utukku, the purported location of the missing krogan scouts.

If you opened his tank in Mass Effect 2, Grunt will be the Krogan in charge of Aralakh Company if he survived the Suicide Mission of Mass Effect 2. Otherwise, it will be Urdnot Dagg.

Grab what you need and follow Grunt/Urdnot Dagg and his soldiers.



- M-300 Claymore - After assuming control of Shepard, head into the nearest building to pick up this weapon.
- Pistol High Caliber Barrel - In the same building as the M-300 Claymore, you'll find it sitting atop a cot.
- Spare Parts - Get 1625 credits for poking around in the crate.

There's a weapon bench in one of the buildings right outside the entrance to the tunnel.



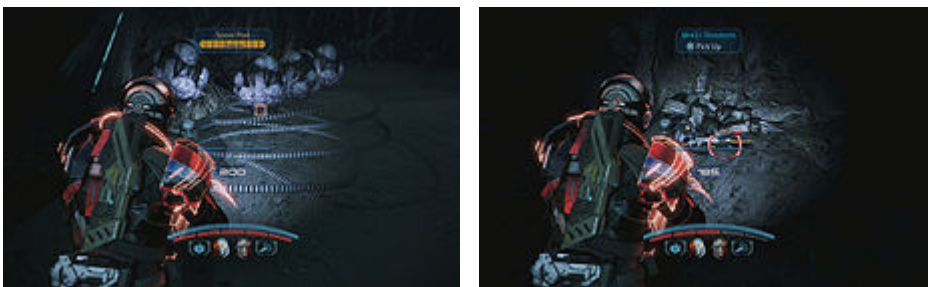
- SMG High Caliber Barrel - Found in the same building as the weapon bench.
- Spare parts to salvage just right outside the building with the weapon bench.

Be sure to grab the above items before entering the building right by Grunt/Dagg. Your added weight tips the building over the edge of the cliff and into the chasm below.

- M-451 Firestorm - The weapon of the dead krogan scout.

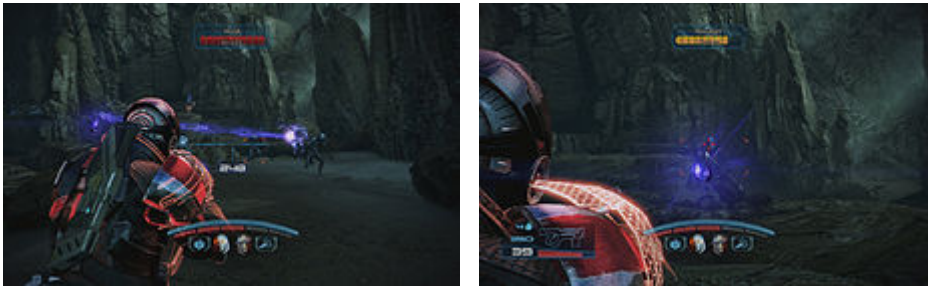


Pick up the Firestorm weapon and burn away the webbing blocking the tunnel entrance in front of you. Note that if you switch weapons, you will simply drop the Firestorm at your feet. You enter a tunnel that's completely draped in darkness. With only a flashlight in front of you, you'll need to navigate the darkness (it's hard to get lost) and use the Firestorm or Incineration to burn down the inflammable obstructions, mainly just the spore pods.



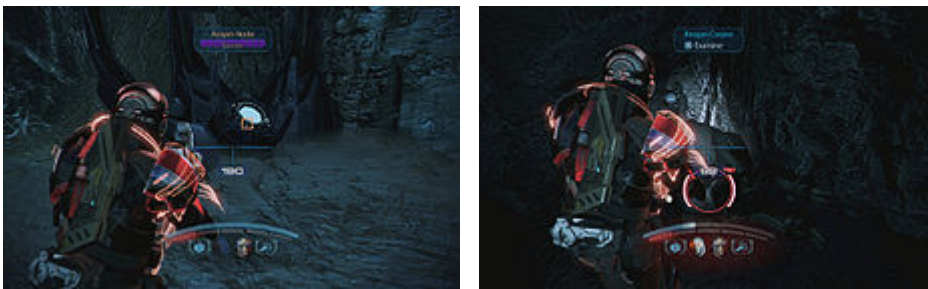
Don't worry about running out of juice on your Firestorm; there are plenty strewn about next to corpses as you venture inward. As soon as you leave the pitch black darkness of the tunnel, you run

headfirst into a myriad of Husks and enemies called a Ravager and Swarmers. The Ravager boasts a rock hard armored exoskeleton that will require bigger bullets to pierce through.



- Shotgun Shredder Mod - On a corpse found to the area you enter.

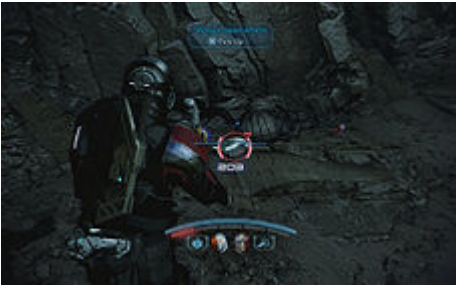
With the presence of rachni confirmed, you're now tasked with finding the nest and eradicating the source. Slog through the thick cluster of spore nodes to eventually come across an important-looking barrier. A simple Overload or a few gun shots will instantly deactivate it.



- Reaper tech - Located behind some webbing located after the cave-in. Gives up 3750 credits.
- There's a krogan corpse located behind a thicket of webbing that holds a dying note. Pass it on to its rightful owner on the Citadel for the Citadel: Krogan Dying Message mission.



In the next area, your squad mates sense that imminent danger is mere moments away -- and they're right. Husks and other enemies start flooding out and attack. Be sure to first eliminate the barrier engine, which fortifies enemies with an additional barrier that makes them tougher to kill. Many more enemies abound, which, as your squad mates point out, indicates your ever closer proximity to the nest.



- Shotgun Spare Ammo - By the krogan corpse closer to the spore pods along the back wall.

Continue along, breaking open all the gestation and spore pods.

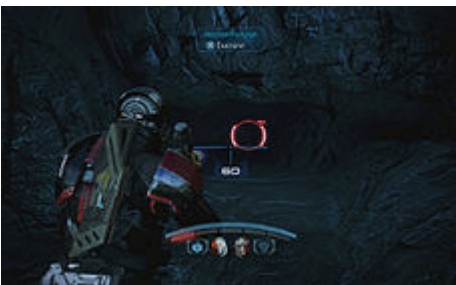


- Ariake Technologies Shoulder Guard - You'll find this in the open along the path by a waterfall.

Grunt's/Dagg's squad can't move any further until you disable the Reaper node nearby.



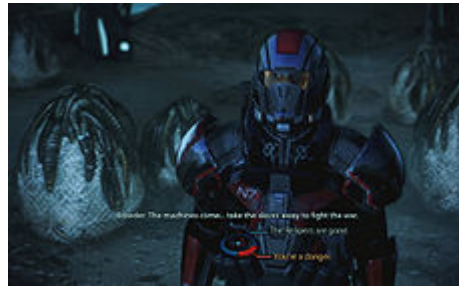
- Pistol Piercing Mod - Next to med-kit and near the Reaper node.
- Reaper tech among the eggs.



Examine the narrow passage and continue deeper into the rachni's central chamber. Aware of your intent to destroy their nest, the rachni trap you in their impenetrable fortress of metal claw-like things. You can disable one side by targeting the Reaper node above. This drops down one side of the barricade, but you'll have much resistance to contend with.



The goal is to keep fighting your way and disabling Reaper nodes until you can reach the core node. Now you will have to make a choice of whether to walk away from the new rachni surrogate or weaponize her for your own war against the Reapers.



Either way, you'll gain War Assets that balance out the potential loss from the other choice.

Video

Benning: Evidence

Start

You'll find Dominic Osoba at the Citadel Embassies by the viewing window when you return to the Citadel after Priority: Palaven.



Description

Ambassador Dominic Osoba is looking for evidence of his son, lost during a mission on Benning. Find evidence of what happened to his son and return to the ambassador.

Mission Details

Fail Conditions

This mission must be completed before starting Priority: Tuchanka.

Alternatives

If N7: Cerberus Abductions is completed without picking up the dog tags, they can be bought from Spectre Requisitions.

Rewards

Walkthrough

The planet of Benning isn't accessible until N7: Cerberus Abductions is acquired and completed.

When on Benning, find the item "Dog Tags" on the ground in the open area surrounded by buildings 27, 25, and 22 next to the column. They are easy to miss.

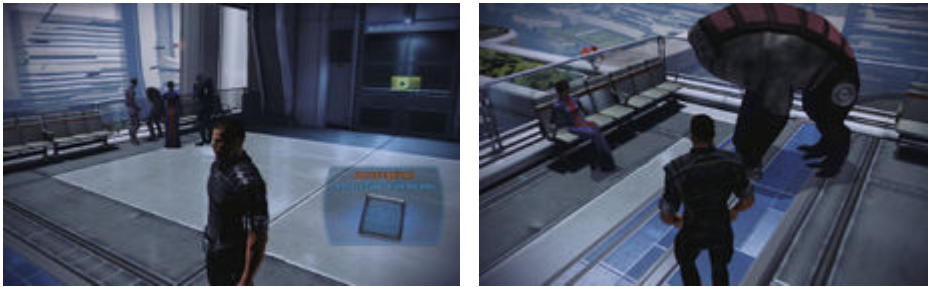
If you do not find them, visit the Spectre Requisitions terminal in the Citadel after the abduction mission and purchase Information on Bilal Osoba. Return to the ambassador afterwards with the grim news.

Video

Dekuuna: Code of the Ancients

An elcor on the Citadel needs the Code of the Ancients to inspire his people. Recover the holy book from Dekuuna and return it to him at Purgatory.

Start



You can get it after Priority: Citadel 2 by visiting the Purgatory Bar level and eavesdropping on the woes of the elcor out front.

Rewards

- War Assets: Elcor Flotilla

Walkthrough



You will gain access to the Silean Nebula, home of the Phontes system and planet Dekuuna after Rannoch: Geth Fighter Squadrons near the end of the game. Scan Dekuuna for the Code of the Ancients and return it to the placid elcor.

Video

Dekuuna: Elcor Extraction

The elcor have requested an emergency extraction for warriors and civilians trapped on their homeworld of Dekuuna. Search for survivors on Dekuuna, rescue them if possible, and return to the elcor ambassador.

Start



Talk to the elcor ambassador in the Citadel Embassies. He appears after Priority: Thessia.

Mission Details

You can still start this mission if you've already explored Silean Nebula.

You will gain access to the Silean Nebula after Rannoch: Geth Fighter Squadrons near the end of the game.

Rewards

- +5 Reputation
- +120 experience
- War Assets: Elcor Flotilla

Walkthrough

Head to the Silean Nebula and then to the Phontes system. Although the mission description says to search the elcor's home planet, Dekuuna, you really need to only scan Oltan for survivors. Return to the ambassador to complete this mission.

If you have already gained 100% in the Phontes system prior to getting this side quest, then you just need to talk to the NPC a second time for 5 reputation and 125 xp.

Video

Grissom Academy: Emergency Evacuation

Start

After Priority: Palaven and restoring order on Normandy, speak to Specialist Traynor and agree to help Grissom Academy to begin this mission.

Description

Grissom Academy needs to be evacuated before the Reapers destroy it, but the ship coming to evacuate the academy faked its signal. Investigate Grissom Academy and rescue the students if necessary.

Mission Details

Fail Conditions

If you want to complete this mission (it is optional), you must complete it before starting Priority: Tuchanka. If not, Specialist Traynor will tell you the students are all dead after Priority: Citadel 2 is complete and you return to the Normandy.

Mission Enemies

Assault Trooper, Guardian, Centurian, Combat Engineer, Turret, Atlas Mech

Rewards

12500 credits

War Assets: Kahlee Sanders, Biotic Company (if Renegade, adds 75 for War Assets), if Paragon, adds 50 to 103rd Marine Division 103rd Marine Division War Asset.

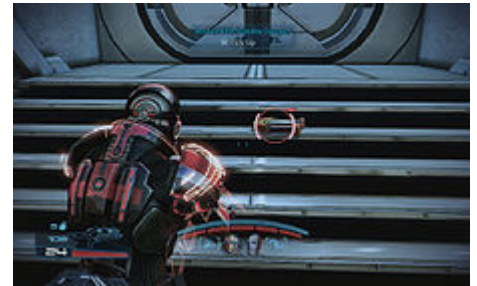
Achievement/Trophy Alert: The Liberator Achievement/Trophy can be unlocked by completing this mission

Walkthrough

Be sure to attempt this mission pretty much as soon as you get it or risk failing it completely.



Breach the Petra Nebula and enter Grissom Academy on Vetus. You discover that Cerberus is behind this and that you'll need to reach the students before Cerberus' troops do. Eliminate the first bunch of enemies to find Sanders and have her open the way to Orion Hall.

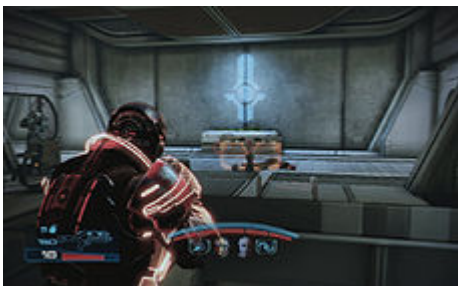


- Assault Rifle Stability Damper - On your way into the room with the biotic shielding himself, pick up the Assault Rifle Stability Damper from the steps to the right.

Reiley Bellarmine is the first student you'll come across. He's encased himself in an impenetrable bubble, but speak to him to learn about his sister.



- SMG Heat Sink - In the classroom you can find this Weapon Mod in a desk.



Continue past the classroom and enter the adjacent room. Destroy the generator feeding power to the shields to reduce the number of cover options for the Cerberus gang in here. Once they're taken out, you can head around to the other side of the barricaded hallway to find a Weapon Mod.



M-22 Eviscerator - This Shotgun is in the side room the Cerberus troops came out of.

Seek out Seanne Bellarmine who is kneeling by the waterfall in the next area. After getting her to get to safety, search the vicinity for some loot.



- Mnemonic Visor - This is near Seanne Bellarmine.
- M-96 Mattock - This is on a red bench under the waterfall wall.
- Locker - Search a locker for some Credits by the waterfall.

Head into Orion Hall to join the skirmish just in the nick of time, as some of the combat-able students try to stop Cerberus troops from advancing. To complicate things a little further, you'll have a giant bipedal robot called an Atlas Mech to turn to scrap metal, while the besieged students need protection from mounting Cerberus pressure. Note that you cannot hijack this Atlas.



Take care of the smaller Cerberus enemies before focusing your attention on the Atlas. You'll need some armor-piercing ammo and heavy weaponry to make the Atlas feel anything more than a tiny ding.



Afterwards, find and deactivate the Cerberus camera control located on one of the benches on the bottom floor. You'll find it closer to the corner of the room. The next step is to find the door override, which can be found upstairs by the recuperating students. After looting the control room, access the override.



- Data Log (XP) - By the laptop is pad you can read for XP.
- Assault Rifle Precision Scope - This is in the upstairs room with the two ensigns.
- Datapad (Credits) - This is just across from the Weapon Mod.
- Medkit - Lower half of Hall, opposite of laptop.

The Atrium doors, located directly below, can now be pried open. The battle ahead is about to get ugly. Centurions, turrets, and an Atlas flood the area in front of you; you can count on enemies with Shields trying to flank your team as well. Note that you cannot hijack this Atlas, but you can kill the occupant with a few Sniper Rifle shots.



Push through this thick line of defense and work your way to the other side of the Atrium by way of the vestibule on the side. Eliminate all hostiles and continue onward. Note that you can use Sabotage to turn the Turrets to your side. Make sure you find and eliminate the Combat Engineers before anything else, since they will fix Turrets and Shields.



- Medkit - Between the halves of the atrium on the bottom floor you can pick up a much-needed Medkit.
- Laptop (Credits) - This is near the Medkit on a bench.



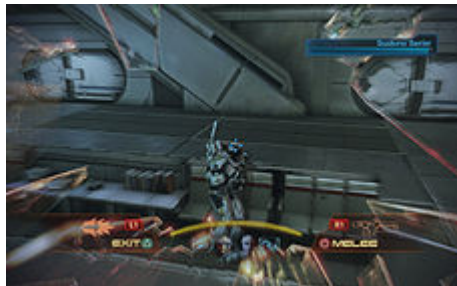
You soon meet up with Octavia and another student who don't readily believe you're on their side. A Paragon or Renegade choice will determine how you will convince them otherwise. Alternatively, if you completed the Overlord DLC for Mass Effect 2 and chose to rescue the biotic an old friend will help you convince her.

- Computer Terminal (Credits) - This is in the same hallway as Octavia.
- M-96 Mattock - In the Security room (Unlocked by the Old Friend mentioned above)
- Sniper Rifle Piercing Mod - In the Security room (Unlocked by the Old Friend mentioned above)

Side Mission: Citadel: Biotic Amp Interfaces



On the way to the docking bay, stop by the computer terminal to pick up the Biotic Amp Interfaces mission item.



You can sneak up on the unsuspecting Atlas pilot. Then climb aboard the Atlas and wreck havoc on the soldiers to protect the students in the next area.



- Service Council Chestplate - Hop over the burning debris, grab the Body Armor.
- SMG Magazine Upgrade - Before leaving be sure to pick up this Weapon Mod from the bench on the opposite side of the exit.

When ready, scuttle the Atlas and move on through the final door.

Video

Hades Nexus: Obelisk of Karza

A researcher needs the Obelisk of Karza to help with the Crucible project. Recover it from the Hades Nexus and deliver it to him in the Presidium Commons.

Start



After Priority: Citadel 2, head into the Presidium Commons and pick up this quest from a researcher. It will automatically be added to the Journal.

Mission Details

You will gain access to the Hades Nexus after Priority: Rannoch.

rewards

- War Assets: Alliance Engineering Corps

Walkthrough

When Hades Nexus finally becomes available, enter the cluster and head to the Hoplos system. There you must scan the planet Kopsis to find the Obelisk of Karza.

Video

Hades Nexus: Prothean Sphere

A refugee suggested that a Prothean sphere could be located somewhere on Gei Hinnom in the Hades Nexus. Locate the sphere and inform the man at the Citadel refugee camp.

Start

After the crisis of Priority: Citadel 2, head to the very back of the refugee camp to find a refugee pleading with a callous turian soldier. He gives up information on a Prothean sphere in exchange for the security of his family.

Mission Details

You will gain access to the Hades Nexus after Priority: Rannoch.

Rewards

- 15000 credits
- War Assets: Alliance Engineering Corps

Walkthrough

Once the Hades Nexus shows up on the Galaxy Map, charge into the Sheol system and extract the Prothean Sphere from planet Gei Hinnom.

Video

Ismar Frontier: Prototype Components

Start



Sometime after Priority: Palaven, a salarian scientist will appear in the room opposite Ashley's in Huerta Memorial Hospital. This overheard conversation turns into this side mission.

Description

A scientist is searching for missing prototypes for a biotic amplification system. Search the Ismar Frontier for the components and return them to the scientist on the Citadel.

Mission Details

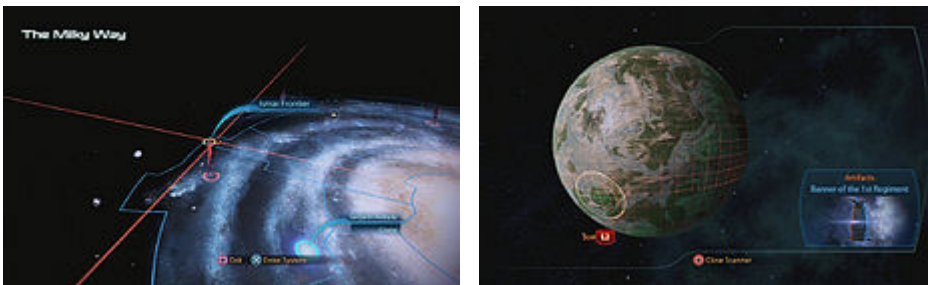
Fail Conditions

You must complete this mission before completing Priority: Tuchanka. After that the quest will be removed from the journal and be impossible to complete without an earlier save.

Rewards

+90 Experience.

Walkthrough



Head into the now available Ismar Frontier and scan Metaponto while in the system until EDI confirms something's there. Scan the planet and send a probe to retrieve the advanced biotic implants. Provide

these to the grateful salarian scientist at the hospital to complete the quest.

Video

Irune: Book of Plenix

Start



In the Presidium Commons by the bank kiosk, seek out a volus having a conversation with a seated salarian and listen to them talk to add this mission to the Journal.

Description

A volus on the Citadel needs the Book of Plenix to inspire his people. Recover it from Irune in the Aru system and return it to him in the Presidium Commons.

Mission Details

Fail Conditions

rewards

- War Assets: Citadel Defense Force

Walkthrough

Although you get this mission pretty early on, you won't be able to unlock the Aethon Cluster until after Priority: Citadel 2.



Once you have access to it, it's merely a hyperjump away on the Normandy. Search Irune for the Book of Plenix and bring it back to the volus.

Video

Kite's Nest: Pillars of Strength

Start

After EDI is Offline, overhear a preacher in the Citadel's Refugee camp.

Description

A batarian refugee needs the Pillar of Strength to improve his people's morale. Find the pillars in the Kite's Nest and return to him at the Citadel refugee camp.

Mission Details

Fail Conditions

Rewards

War Assets: Batarian Fleet

Walkthrough



Travel to Kite's Nest and scan Khar'shan until EDI finds something on it. Scan the surface of the planet and follow the white indicator to the jackpot. Send a probe in to retrieve the Pillar of Strength and take it to the batarian preacher in the Citadel refugee camp.

Video

Mesana: Distress Signal

Aria T'Loak has requested assistance uniting mercenary bands under her control. Speak to Darner Vosque in the Citadel refugee camp and gain the allegiance of the Blue Suns.

Start

After

Mission Details

Fail Conditions

Must complete before Priority: Cerberus Headquarters.

Rewards

Walkthrough

Nimbus Cluster: Library of Asha

Start



After Priority: Citadel 2, overhear the Asari by the stairs to the dance floor of the Purgatory.

Description

An Asari military trainer needs texts from the Library of Asha. Recover the texts from the Nimbus Cluster and deliver them to her at the Purgatory in the Citadel.

Mission Details

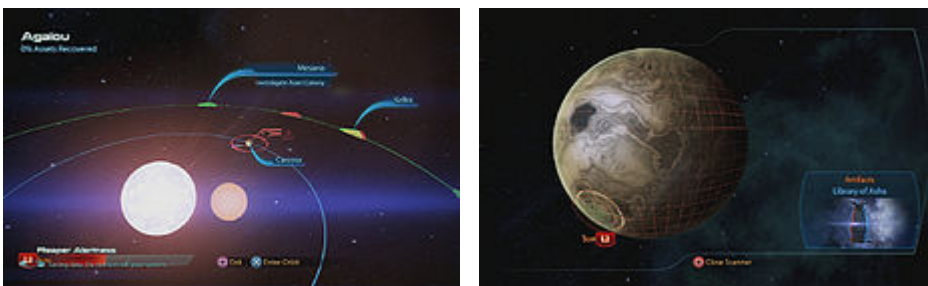
Fail Conditions

None

Rewards

- Asari Sixth Fleet (war asset)
- +5 reputation

Walkthrough



Enter the Nimbus Cluster and jump to the Agaiou system. Scan the planet called Carcosa and start scanning for the sweet spot. Mine the Library of Asha from the planet and return to the asari in the Purgatory.



Video

Rannoch: Admiral Koris

The quarian ship carrying Admiral Koris crash-landed on Rannoch, leaving the Civilian Fleet without a leader. Land on Rannoch and rescue Admiral Koris.

Start

You'll get this mission after Priority: Geth Dreadnought.

Mission Details

Fail conditions

This mission will not be available once you complete Priority: Rannoch.

rewards

- 12,500 credits
- War Assets: Admiral Koris (if he survives)

Mission Enemies

- Geth Trooper
- Geth Hunter
- Geth Prime
- Combat Drone
- Geth Rocket Trooper
- Geth Pyro
- Trip Mine

Walkthrough

The first pocket of enemy resistance won't be too far from the starting point. Inspect the quarian corpse, the wreckage (credits), and the geth corpse (credits) on the small circular ridge, then move on. Exercise caution as you wander through the area, as it is rigged with Trip Mines that detonate upon detecting motion.



- Javelin - Not far from the first quarian corpse is a second one with this weapon lying next to it.



The Javelin functions more like a sniper rifle than an assault rifle. Use it to take down the numerous Geth enemies occupying the vicinity of the AA gun. The splash damage of a well-placed grenade will also do the trick.



- Geth technology - 3750 credits to be found south of the AA gun controls.
- Geth Spitfire - Found atop a crate very close to the AA gun controls.

When you access the AA guns, you'll have to assign a squadmate to disarm the AA guns and consequently lose that team member for the duration of this encounter. While the other squadmate goes to work, you'll need to stave off incoming Geth enemies from multiple fronts. You'll even have a Geth Prime on your hands. If you chose wisely, the squadmate won't tarry long at the control panel and will finish up quickly enough, allowing you to move to the jamming tower.



- Assault Rifle Magazine Upgrade - Found along with a med-kit right at the edge of the bluff

overlooking the first AA gun controls.

- Shotgun Shredder Mod - Found next to a quarian corpse just further down from where you found the upgrade mentioned above.
- Geth parts - Salvaged for 3750 credits near the Shotgun Shredder Mod.



You'll come upon a mortally wounded quarian named Dorn'Hazt who barely manages to speak. Press him on the whereabouts of the admiral. He only tells you that your only hope to reach him is to first get the jamming tower offline.

- SMG Magazine Upgrade - Found just beyond Dorn'Hazt.



Pretty soon you reach the general vicinity of the two AA guns. Both are heavily guarded by a number of Geth enemies. Similarly, you'll have to let one squadmate sit out of the gunfight in order to disable the AA guns. Meanwhile, waves of Geth will spawn to disrupt your plans. All you have to do is mount the turret and pepper any and all enemies that appear, including Primes and Geth Pyros.

- Armax Arsenal Chestplate - Sitting right near the base of the right-hand AA turret.
- Jamming Tower Data - Inspect the various terminals by the AA controls to find this for Citadel: Target Jamming Technology.



Deactivate both AA turrets to finally come in contact with Admiral Koris. His current situation is rather dire, and you'll have to make some decisions upon which many lives (mostly minor and one important one) hinge. The special Paragon/Renegade choices on the left will force a rescue, where you'll need to help him fight off the advancing geth from your gunship.



Video

Rannoch: Geth Fighter Squadrons

Geth fighter squadrons are targeting quarian liveships with attacks that could cripple the quarian fleet. Land on Rannoch and disable the server controlling the geth fighter squadrons.

Starting Point

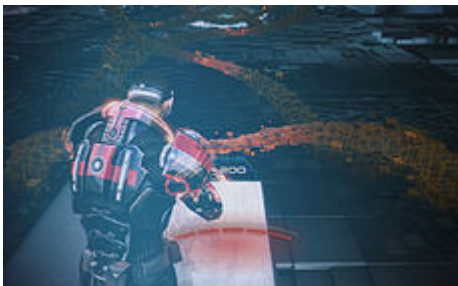
This begins after Priority: Geth Dreadnought.

Fail Conditions

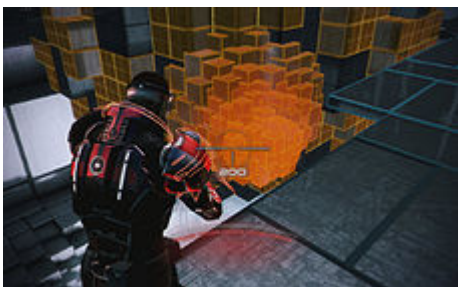
You will lose the opportunity to complete this quest if you do not complete this before finishing Priority: Rannoch.

Walkthrough

This mission follows an unorthodox structure in that Commander Shepard goes solo as he navigates the inside of a geth server.



Armed with a special weapon of some sort, you are to blast away any corrupted data blocks (indicated by a fiery orange glow) whenever you encounter them. The goal is to simply follow the blue tiles as they are assembled when you walk toward them, and purge the Reaper infection. Make your way to the blue beams of light called access points to be taken to other infected parts.

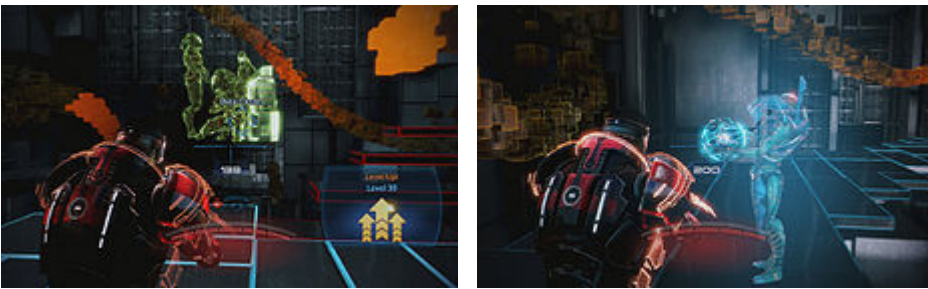


- **Reaper Code Fragments** - for Citadel: Reaper Code Fragments - Found in the second server area (i.e. After exiting the "Access Point"). To find these wait for Legion to mention something about "Data clusters containing infected code." When Legion mentions this check along the pathway to the left. If you miss the fragments, they will become available at your Spectre Terminal on the Citadel.



Get rid of the infections on data clusters by chiseling away at any bright orange spots on the large clusters. You'll know you've mined the data from the clusters when holograms of quarian and geth appear.

Eventually, you'll run into indestructible Reaper tendrils that regenerate just as quickly as you destroy them. Geth VI (or Legion) advises that you seek out and destroy weaker points to delay the regeneration. These weak-spots are denoted by sections located elsewhere that are smaller in circumference (and still glow orange). Destroy these first to be able to sear off the thicker parts.



Mine a few more data clusters and return to the last access point to leave.

Post Mission Wrap-Up

- 12500 Credits
- War Assets: Geth Prime Platoon
- Unlocks N7: Fuel Reactors
- You will receive 2 Intel Bonuses inside the Geth Consensus. Improved Geth Resistors and Minaturized Armor Capacitors. Use the terminal in Liara's quarters to access them.

Video

Shrike Abyssal: Prothean Obelisk

Start

Overhearing a conversation in the Citadel Embassies on your first visit to the Citadel. Exit the elevator and hang a left. In the lounge area a Volus is discussing the lost Obelisk. This will add the Mission to your Mission Summary.



Description

A Volus diplomat needs a Prothean obelisk. Recover it from the Shrike Abyssal and deliver it to him at the Citadel embassy.

Mission Details

Fail Conditions

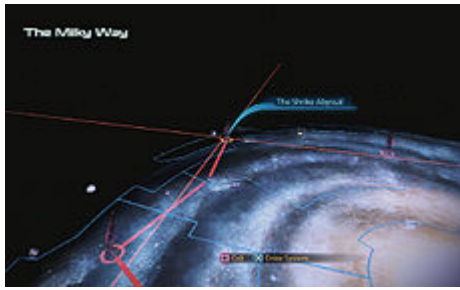
None

Rewards

20,000 credits

Walkthrough

The Journal doesn't reveal its exact location, so you'll need to do a little sleuthing on your own. After completing Priority: Palaven, head to the Shrike Abyssal cluster and then to the Urla Rast system, where you'll need to scan Talis Fia. EDI picks up some interesting activity on that planet, which should prompt you to investigate further.



Scan the surface of the planet, using the white line on the scanning reticle as guidance for where to go. When you hit a bright blip, launch a probe to retrieve the Prothean Obelisk. Return to the Citadel and give the Obelisk to the Volus diplomat waiting at the Citadel Embassies.

Video

Silean Nebula: Rings of Alune

An asari consultant on the Citadel needs the Rings of Alune. Find them in the Silean Nebula and return them to her at the Huerta Memorial Hospital.

Start

After Priority: Citadel 2, you can overhear a conversation from an Asari by the entrance of Huerta Memorial Hospital in the Citadel.

Mission Details

You will gain access to the Silean Nebula after Priority: Rannoch.

Rewards

- 15,000 Credits
- War Assets: Citadel Defense Force

Walkthrough

Head to the Silean Nebula and to the Teyolia system. Scan the planet Nevos. Return to the consultant inside the Huerta Memorial Hospital.

Video

Tuchanka: Bomb

Start

After completing Tuchanka: Turian Platoon, the same mission is updated with this.

Description

The turian team that crashed on Tuchanka was trying to prevent Cerberus from detonating a bomb that would cause massive casualties on the planet. Land on Tuchanka and help the Turian platoon stop Cerberus.

Quest Details

Fail Conditions

If you want to complete this mission (it is optional), you must complete it before starting Priority: Tuchanka.

Mission Enemies

Assault Trooper, Centurion, Combat Engineer, Turret, Atlas Mech

Rewards

12500 Credits, War Assets: Turian Blackwatch

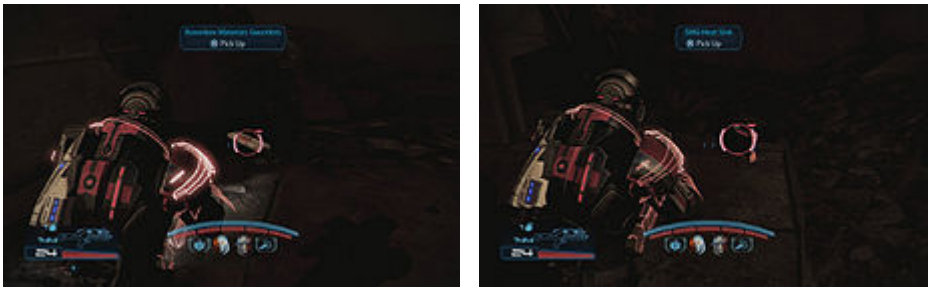
Walkthrough

Your team gets deposited right in the heart of a hotly contested area, where many of Cerberus' troops have already gained advantageous ground. An uneven mixture of Assault Troopers and Centurions will stand in your way. Push through them and keep moving toward the location of the bomb.



- M-29 Incisor - On the left side of the first ramp
- Shotgun Blade Attachment - At the top of the small ramp after the first area.

It won't be long before you hit another infantry contingency that includes Combat Engineers and a turret . Destroy the shield generators to not only remove these highly effective cover options but also for added area of effect damage.



- Rosenkav Materials Gauntlets - These are found at the end of a dead-end very close to the second shield generator in the area.
- The laptop gives 5000 credits.
- SMG Heat Sink - Located in the corner just past the laptop console.

Deal with the small pocket of assault troopers and continue down to a medi-kit and another upgrade.

- Pistol Scope - Pick up from the crate of supplies by the medi-kit.
- Datapad - Below the hovering Cerberus shuttle. Salvage for 5000 credits.



Cerberus troops are preparing for retreat, but a few brave ones stay behind. Further ahead, Shepard gets a clearer view of the bomb threat; ascend the ladder to the right. Continue along this path to the bomb.



- Sniper Rifle Concentration Module - Find this on top of some crates at the top of the ladder.
- Pistol Melee Stunner - Behind a big metal crate.
- Turian technology - Along the left wall before the turret.
- Turret Control Schematics, which initiates Citadel: Cerberus Automated Turret Schematics.



When you reach Lt. Victus, he's already working on a way to deactivate the bomb, but he needs more time. This is your cue to buy him some time by fending off the Cerberus scum that are getting ferried in by transport shuttles. Watch which side the shuttle drops off its troops and defend that area, but more importantly watch Victus' health bar and ensure that he stay out of harm's way.



- Hydra Missile Launcher - This weapon can be found lying on the ground on the right side of the area you are defending.

At some point, an Atlas Mech joins the fun. Grab the missile launcher and direct its sheer power on the Atlas; it's got only one shot, so make it count! Successfully protect Victus and the rest of the mission will unfold in a cutscene.

Video

Tuchanka: Turian Platoon

Start

You'll get this mission after Priority: Sur'Kesh.

Description

Primarch Victus has asked for help with a downed ship and has provided a NavPoint on Tuchanka. Land on Tuchanka and investigate.

Quest Details

Fail Conditions

This mission must be completed before starting Priority: Tuchanka

Mission Enemies

Husks, Cannibal, Harvester, Marauder, Brute

rewards

12,500 Credits

Follow-up

- You can talk to Admiral Anderson using the Link in the CIC for some Reputation points.
- N7: Cerberus Abductions becomes available if you talk to Specialist: Traynor in the CIC.
- Tuchanka: Bomb is now available.
- You can get some PAragon/Renegade points by talking to Eve in the medical bay.
- Garrus and Liara are catching up in the Port Observation deck in the Crew Quarters.
- You can talk to Lieutenant Cortez now, who is a Romanceable Character if you are male Shepard.

Walkthrough

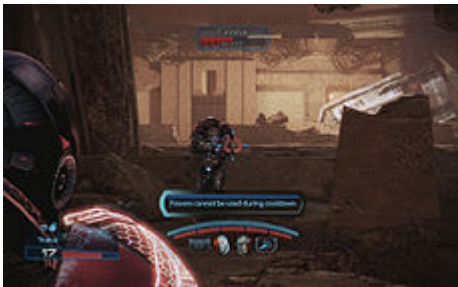
Follow the path to Lieutenant Victus.

- SMG Magazine Upgrade - Among the burning rubble near the ship's drop-off point.

Very soon you come up behind a small group of squatting Husks. Kill them quickly and move on.



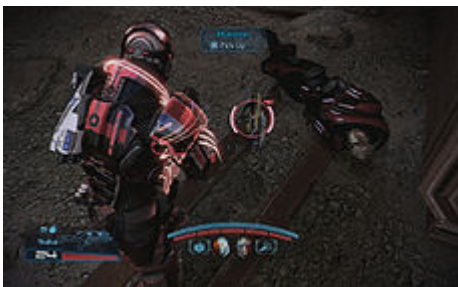
- Rummage through the spare parts to find 3125 credits.
- M-9 Tempest - Found by the escape pod's wreckage.



The surviving turians are being suppressed by fire from Cannibals and a Harvester, but the enemies have not yet been alerted to your presence. Exploit this golden preemptive strike opportunity and neutralize the threats. Make sure the escape pod's health doesn't reach zero, then continue up the ladder to assist the next batch of survivors.



- Sniper Rifle Spare Ammo - This upgrade is waiting for you when you climb to the top of the ladder.
- 6250 credits can be salvaged from a pile of debris located past the turian's corpse.
- Phaeston - Found lying next to a fallen turian soldier.
- SMG Ultralight Materials - Located just past the body where you found the Phaeston weapon.



The next area of conflict features all of the enemies, including a Marauder and another Harvester. Take them all down quickly to save the turians.



- Hahne-Kedar Chestplate - This is sitting atop a giant stone slab in the area after killing the second Harvester.
- Flight Recorder - After collecting the chestplate mentioned above, drop down and find this datapad atop the rubble.
- Shotgun Smart Choke - Right near the flight recorder.

Mow down the trio of Husks and continue down the ladder.

- Credits - You can get 3125 credits on the body of the Turian

Resistance ramps up when another Harvester appears but retreats with about a sliver of its health left. You're still left with the usual Reaper suspects. Press forward and move down through the collapsed ruins.

Medkit - Just past the third Marauder is a Medkit right in your path.

- Sniper Rifle Extended Barrel - After scaring off the third Harvester, continue down to find this along the path.



The next area becomes a crucial chokepoint, where a Brute is thrown at your squad along with a bevy of Cannibals and Marauders. There is a Reaper Blackstar available if you are having difficulty with the Brute. A Harvester will bookend the encounter, after which you'll meet up with Lt. Victus. He reveals the presence of a Cerberus bomb they were sent out to deactivate; help inspire Victus' men to finish their job: defuse the bomb in the mission Tuchanka: Bomb. For now, the missing turian platoon has been found.

Video

Valhallan Threshold: Prothean Data Drives

Start



You'll find an Alliance soldier in the Normandy docking bay of the Citadel following the events of Priority: Citadel 2 with this mission.

Description

An Alliance soldier knows the location of Prothean data drives that could help with the Crucible project. Recover them from Garvug in the Valhallan Threshold and bring them to him at the Citadel docking bay.

Mission Details

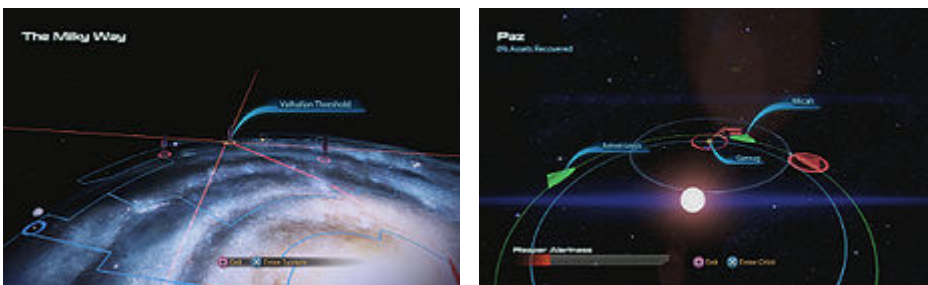
Fail Conditions

None

Rewards

War Assets: Alliance Engineering Corps

Walkthrough



Head into the Valhallan Threshold in the upper hemisphere of the Galaxy Map and travel to the Paz system. There you will find a planet called Garvug. Retrieve the Prothean data drives and return to

the Alliance officer in the Citadel.

Video

Powers



Many **Powers** from Mass Effect and Mass Effect 2 return in Mass Effect 3. There are many new Powers as well, including special types of Grenades and Mines. Characters in Mass Effect have various powers at their disposal. The powers that are gained depend upon what class you have chosen to play. Powers and Abilities can be used from hot keys or from bringing up the power wheel which is exclusive to the console versions of Mass Effect.

In Mass Effect 3, you can upgrade Powers each time you gain a level. When your character levels up you will gain a point that can be used to improve many different skills. Each time you gain points you spend them on powers. Each power has a specific improvement when ranked up. At Rank 4, 5 and 6, you'll be presented with a choice to upgrade one of two ways.

Power Categories

- Biotic
- Tech
- Combat
- Ammo
- Universal
- Class Powers

Bonus Powers

Bonus Powers are awarded to Shepard via conversations with Squad Members aboard the Normandy. A single Bonus Power can be chosen to add to your Power Wheel by going to the Medical Bay (on the Crew Quarters deck) and accessing one of the tables on the right. Choosing a Bonus Power costs nothing the first time, but any additional Bonus Power changes cost Credits.

Bonus Powers*(list not complete)*

- Fortification - You can talk to James Vega in the Shuttle Bay to unlock Fortification as your first Bonus Power. You can do this on your first visit to the Normandy.
- Carnage - The second ability learned by James Vega and can be obtained after calling him in your captain's quarters after Priority: Cure the Genophage
- Armor Piercing Ammo - Talk to Garrus Vakarian after Priority: Palaven to unlock this Bonus Power.
- Warp Ammo - You can unlock Liara's Bonus Power, Warp Ammo by talking to her in her quarters after Priority: Citadel 2.
- Defense Drone - Talk to Tali after Priority: Rannoch to get this Bonus Power.
- Defense Matrix - Talk to EDI after Priority: Rannoch to get this Bonus Power.
- Slam - Talk to Javik after he joins you on the Normandy to get this Bonus Power.
- Marksman - Talk to Ashley on the Citadel when she asks you to meet her at the Refugee Camp.
- Energy Drain - Import a save with Tali and invite her to your quarters before (You can do it as soon as she comes up to Normandy for the first time, find her in the War room, talk to her, then go up to your room and invite her) Priority: Rannoch and you can get the Energy Drain Bonus Power.
- Stasis - You can acquire this by speaking to Liara immediately aboard the Normandy after Priority: Thessia. However it seems that if you do not immediately talk to Liara after that mission is complete then you will miss it.
- Decoy - Talk to EDI after Priority: Horizon aboard the Normandy. To receive this it appears best result or easiest result is to have convinced her to be in a relationship with Joker and have ongoing dialogue in between missions.
- Proximity Mine - Talk to Garrus immediately after completing Priority: Thessia Priority: Thessia to acquire this bonus power.

Intel Bonuses

Intel Bonuses can be accessed in the Intel Terminal in Liara's quarters aboard the Normandy.

As you play through Mass Effect 3, you will unlock bonuses. Most offer a choice between 5% increases to things like Weapon Damage and Power Damage. One Intel Bonus allows you to remove scars and change your appearance.

List of Intel Bonuses

- Weapon Upgrade Kit - Scan Verush in the Harsa system of the Kite's Nest cluster. / Ammo Capacity +5% or Weapon Damage +5%
- Advanced Biotic Implants - Scan Metaponto in the Aquila system of the Ismar Frontier cluster. / Power Damage +5% or Power Recharge Speed +5%
- Remains of a Reaper Destroyer - Scan Borr in the Asgard system of the Exodus cluster. / Store Discount +5% or Power Recharge Speed +5%
- Intel from the Battle of Arcturus - Scan Arcturus Station in the Arcturus system of the Arcturus Stream cluster. / Weapon Damage +5% or Power Recharge Speed +5%
- Improved Geth Resistors - You will receive this inside the Geth Consensus in Rannoch: Geth Fighter Squadrons. / Shields +5% or Power Damage +5%
- Minaturized Armor Capacitors - You will receive this inside the Geth Consensus in Rannoch: Geth Fighter Squadrons. / Shield Regen Speed +5% or Power Recharge Speed +5%
- Prejek Paddlefish - If you import a save from Mass Effect 2 with a live Prejek Paddlefish, take care of it carefully! Keep it alive through an entire Mass Effect 3 playthrough AND a Mass Effect 3 New Game+ playthrough you can get a special **Intel Bonus** from Liara's Quarters on the Normandy. The Prejek Paddlefish Bonus gives you a 10% bonus to either Weapon Damage or Power Damage.

Class Powers

Class

In Mass Effect players must choose a class for Commander Shepard to specialize in. Each class comes with different perks, and each class had varying passive abilities called Mastery Powers. While playing through the game, the player will rank up many of their Powers, skills, or abilities.

Class powers give boosts to players stats depending on their class category and needs. Each class comes with a passive mastery specialization that will be ranked up throughout the game. Once you reach the level 4 on your mastery skill, mastery specialization can be made. Each class gets a choice of two mastery specializations at each level. Each specialization has its perks as well as disadvantages. Some of the possible improvements to the players stats and abilities include increased health, increased power duration, decreased power recharge time, increased distance or area of effect, improved damage, or increases in Paragon/Renegade point score. Each mastery and specialization is dependent on the type of class you play with as Commander Shepard.

Class Powers

Below is a list of some of the class Powers used in Mass Effect:

- Assault Mastery - Vanguard
- Biotic Mastery - Adept
- Combat Mastery - Soldier
- Operational Mastery - Infiltrator
- Sentinel Mastery - Sentinel
- Tech Mastery - Engineer

Assault Mastery

Assault Mastery is a skill achieved by the Vanguard class. This passive power provides Commander Shepard with improvements in weapon and power damage and duration as well as Reputation Points. Like all other powers, after the third upgrade, different bonus can be picked according to play style.

This section needs to be updated with Mass Effect 3 Rank info.

RANK 1

Assault Mastery: *Be an expert tactician on and off the battlefield; Faster and stronger powers, More weapon damage, More dexterity, More charisma.*

- **Reputation Bonus:** 4%
- **Weapon damage bonus:** 2.5%
- **Power Damage Bonus:** 5%
- **Weight Capacity Bonus:** 25%

RANK 2

Influence & Capacity: *Increase reputation bonus by 4%; Increase weight capacity bonus by 20 points*

- **Reputation Bonus:** 8% [+4%]
- **Weapon Damage Bonus:** 2.50%
- **Power Damage Bonus:** 5%
- **Weight Capacity Bonus:** 35 [+20]

RANK 3

Influence & Damage: *Increase power damage bonus by 5%*

- **Reputation Bonus:** 12% [+4%]
- **Power Damage Bonus:** 10% [+5%]
- **Weapon Damage Bonus:** 5% [+2.5%]

RANK 4

Damage: *Increase power damage bonus by 10%; Increase weapon damage bonus by 5%*

- **Reputation Bonus:** 12%
- **Power Damage Bonus:** '20% [+10%]'
- **Weapon Damage Bonus:** '10% [+5%]'
- **Weight Capacity Bonus:** 35

"Influence & Force: *Increase force bonus by 30%; Increase reputation bonus by 8%"*

- **Reputation Bonus: '20% [+8%]'**
- **Weapon Damage Bonus: 5%**
- **Power Damage Bonus: 5%**
- **Force Bonus: '30%'**

'RANK 5'

"Squad Bonus: Increase squadmate power damage by 15%; Increase squadmate weapon damage by 10%"

- **Squadmate Power Damage Bonus: '15%'**
- **Squadmate Weapon Damage Bonus: '10%'**

Weight Capacity: Increase weight capacity bonus by 35 points'

- **"Weight Capacity Bonus: 65 [+35]"**

'RANK 6'

"Shotgun Damage: Increase shotgun damage by 15%"

- **Shotgun damage bonus: '15%'**

"Power Intensity: Increase power damage bonus by 25%; Increase power duration and force by 25%

- **Power Damage Bonus: 35/45% [+25%]**
- **Force Bonus: 25/55% [+25%]**
- **Power Duration: 25%**

Biotic Mastery

Biotic Mastery

Biotic Mastery is a power available to the Adept class. This passive power provides Commander Shepard with improvements in power damage and duration as well as Reputation Points. This power helps to improve the player's power recharge time and force. Like all other powers, after the third upgrade, different bonus can be picked according to play style.

Biotic Mastery Power Ranks

Biotic Mastery can be upgraded six times. Below are the upgrades for Mass Effect 3.

Rank 1

Be an expert tactician on and off the battlefield.

Faster and stronger biotic powers. More dexterity. More charisma.

rank 2

Increase reputation bonus by 4%.

Increase weight capacity bonus by 20 points.

rank 3

Increase reputation bonus by 4%.

Increase damage bonus and force bonus by 10%.

Rank 4

Damage and Force	OR	Influence and Duration
Increase damage bonus by 15%. Increase force bonus by 15%.		Increase power duration by 25%. Increase reputation bonus by 8%.

Rank 5

Squad Bonus	OR	Damage and Capacity
Increase the force and damage of squadmate powers by 30%.		Increase damage bonus and force bonus by 10%. Increase weight capacity by 20 points.

Rank 6

Combo Mastery	OR	Power Mastery
Increase recharge speed of all powers by 40% for 30 seconds when detonating biotic powers.		Increase damage bonus and force bonus by 25%. Increase power duration by 25%.

Combat Mastery

Combat Mastery

Combat Mastery is a passive power that is used by the Soldier class. This power mainly increases Commander Shepard's Weight capacity and weapon damage. Combat Mastery also gives bonus reputation points. Like all other powers, after the third upgrade, different bonuses can be picked according to play style.

Combat Mastery Power Ranks

Combat Mastery can be upgraded six times. Below are the upgrades for Mass Effect 3.

rank 1

Be an expert tactician on and off the battlefield.

More speed. More strength. More charisma.

Rank 2

Increase weapon damage bonus by 5%.

Increase reputation bonus by 4%.

RANK 3

Increase weight capacity bonus by 30 points.

Increase reputation bonus by 4%.

rank 4

Damage	OR	Influence and Duration
Increase weapon damage bonus by 5%. Increase power damage bonus by 10%.		Increase reputation bonus by 8%. Increase power duration by 25%.

rank 5

Squad Bonus	OR	Headshots
Increase squadmate weapon damage by 20%.		Increase headshot damage by 20%.

rank 6

Weight Capacity	OR	Weapon Master
Increase weight capacity bonus by 50 points.		Increase weapon damage bonus by 10%. Increase damage of all ammo powers by 40%.

Offensive Mastery

Offensive Mastery is a passive power utilized by the Sentinel class. This passive power provides Commander Shepard with improvements in weapon and power damage and duration as well as Reputation Points. Like all other powers, after the third upgrade, different bonus can be picked according to play style.

This section needs to be updated with Mass Effect 3 Rank info.

RANK 1

***Offensive Mastery:** Be an expert tactician on and off the battlefield; Faster and stronger powers, More weapon damage, More dexterity, More charisma.*

Reputation Bonus: 4%

Weapon damage bonus: 2.5%

Power Damage Bonus: 5%

Weight Capacity Bonus: 15

RANK 2

***Influence & Capacity:** Increase reputation bonus by 4%; Increase weight capacity bonus by 20 points*

Reputation Bonus: 8% [+4%]

Weight Capacity Bonus: 30 [+20]

RANK 3

***Influence & Damage:** Increase power damage and force bonuses by 5%; Increase weapon damage bonus by 2.5%; Increase reputation bonus by 4%*

Reputation Bonus: 12% [+4%]

Power Damage Bonus: 10% [+5%]

Force Bonus: 5%

Weapon Damage Bonus: 5% [+2.5%]

RANK 4

***Force & Damage:** Increase power damage and force bonuses by 15%*

Power Damage Bonus: 25% [+15%]

Force Bonus: 20% [+15%]

***Influence & Duration:** Increase power duration by 25%; Increase reputation bonus by 8%*

"Reputation Bonus: 20%[+8%]

Power duration: 25%

RANK 5

Squad Bonus: Increase the force and damage of squadmate powers by 15%; Increase squadmate weapon damage by 10%

Squadmate Force and Damage Bonus:15%

Squadmate Weapon Damage Bonus: 10%

Weight Capacity: Increased weight capacity bonus by 35 points.

Weight Capacity Bonus: 65[+35]

RANK 6

Force & Damage: Increase power damage and force bonuses by 15%; Increase power duration by 25%

Power Damage Bonus: 25/40%[+15%]

Force Bonus: 20/35%[+15%]

Power Duration: 25/50%[+25%]

Bonus Power: Use two powers in a row by giving the first power a 15% chance to cause no cooldown.

Operational Mastery

Operational Mastery is a special passive power for Infiltrators. This class gives a boost to weapon damage as well as carrying weight. This power also gives a time slowdown for a brief amount of time when using the scope of your sniper rifle. This class also provides more Paragon/Renegade points. Like all other powers, after the third upgrade, different bonus can be picked according to play style.

Stacks with Sniper Rifle Concentration Module.

Rank 1

- **Reputation Bonus:** 4%
- **Weapon Damage Bonus:** 2.5%
- **Weight Capacity Bonus:** 15
- **Sniper Time-Dilation:** 25%

Rank 2

Influence & Capacity: Increase reputation bonus by 4%; Increase weight capacity bonus by 20 points

- **Reputation Bonus:** 8%
- **Weight Capacity Bonus:** 35

Rank 3

Influence & Sniping: Increase Sniper Time-Dilation by 10%; Increase weapon damage bonus by 2.5%; Increase reputation bonus by 4%;

- **Reputation Bonus:** 12%
- **Weapon Damage Bonus:** 5%
- **Sniper Time-Dilation:** 35%

Rank 4

Damage	OR	Influence and Duration
Increase weapon damage bonus by 5%; Increase power damage by 5% • Weapon Damage Bonus: 10%		Increase power duration by 25%; Increase reputation bonus by 8% • Reputation Bonus: 20%

Rank 5

Squad Bonus	OR	Weight Capacity
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Increase squadmate weapon damage bonus by 10%;
Increase squadmate power damage and force by 15%

Increase weight capacity bonus by 35 points

- **Weight Capacity Bonus: 70**

Rank 6

Damage & Duration	OR	Sniper Damage
Increase power damage and duration by 25%		Increase sniper damage by 15%; Increase headshot damage by 15%

Tech Mastery

Tech Mastery

Tech Mastery is a special passive power utilized by the Engineer class. This passive power provides Commander Shepard with improvements in tech damage and duration as well as Reputation Points. Like all other powers, after the third upgrade, different bonuses can be picked according to play style.

Tech Mastery Power Ranks

Tech Mastery can be upgraded six times. Below are the upgrades for Mass Effect 3.

rank 1

Be an expert tactician on and off the battlefield.

Faster and stronger tech powers. More dexterity. More charisma.

rank 2

Increase weight capacity bonus by 20 points.

Increase reputation bonus by 4%.

rank 3

Increase power damage bonus by 10%.

Increase reputation bonus by 4%.

rank 4

Power Damage	OR	Duration
Increase power damage bonus by 15%.		Increase duration of all powers by 25%. Increase reputation bonus by 8%.

rank 5

Squad Bonus	OR	Damage and Capacity
--------------------	-----------	----------------------------

Increase the force and damage of all squadmate powers by 30%.	Increase power damage bonus by 10%. Increase weight capacity bonus by 20 points.
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Rank 6

Drone Mastery	OR	Power Mastery
Increase Combat Drone and Sentry Turret's shields by 100%. Increase Combat Drone and Sentry Turret's damage by 50%.		Increase power damage bonus by 25%. Increase power duration by 25%.

Ammo

Characters in Mass Effect can equip various types of **Ammo** which provide different buffs to their weapon's rounds. Ammo in Mass Effect 2 & 3 work on a heat sink system, in which weapons have universal heat sinks that cool weapons and allow them to be used, which differs from the first game.

Ammo Types

Below is a list of some of the ammo types used in Mass Effect:

- Armor Piercing Ammo
- Cryo Ammo
- Disruptor Ammo
- Incendiary Ammo
- Shredder Ammo
- Warp Ammo

Armor Piercing Ammo



Armor Piercing Ammo is a power that equips ammo that can pierce through enemy armor. This ammo deals extra damage against enemy armor and any enemy that is unprotected.



This power is available to both Shepard and Garrus in Mass Effect 2 and confirmed for Garrus in Mass Effect 3.

Armor Piercing Ammo Power Ranks

The power, Armor Piercing Ammo can be upgraded six times. Below are the upgrades for Mass Effect 3.

Rank 1

Bring down heavy-armor units. Shoot through light cover to hit enemies

- **Health Damage Bonus:** +10%
- **Armor Damage Bonus:** +10%
- **Armor Effectiveness:** -50%
- **Penetration:** .50 m

Rank 2

Increase ammo's cover penetration by 40%

- **Penetration:** .70m

Rank 3

Increase health and damage armor by 4%.

- **Health Damage Bonus:** +14%

- **Armor Damage Bonus: +14%**

Rank 4

Damage	OR	Squad Bonus
Increase damage by 6%. <ul style="list-style-type: none"> • Health Damage Bonus: +20% • Armor Damage Bonus: +20% 		Squadmates get your ammo power at 50% effectiveness.

Rank 5

Ammo Capacity	OR	Headshots
Increase ammo capacity by 30%.		Increase headshot damage by 25%.

Rank 6

Damage	OR	Pierce
Increase health and armor damage by 10%. <ul style="list-style-type: none"> • Health Damage Bonus: +24/30%* • Armor Damage Bonus: +24/30%* 		Increase ammo's cover penetration by 60%. Decrease effectiveness of armored targets by 25% <ul style="list-style-type: none"> • Armor Effectiveness: - 75% • Penetration: .8m

note: *varies depending on previous upgrades

Cryo Ammo



Cryo Ammo is a power available to the Infiltrator, Soldier, and Vanguard that equips the player with ammo that has the ability to freeze unarmored enemies for a short time, and prevents them from moving. New additions to the ammo type in Mass Effect 3 cause it to also weaken armor and decrease movement speed. Frozen enemies can be shattered for an instant kill. Note that Husks are instantly killed when frozen.

Cryo Ammo Power Ranks

The power, Cryo Ammo, can be upgraded six times. Below are the upgrades for Mass Effect 3.

Rank 1

Rip your enemies apart with this shrapnel-packed grenade.

- **Freeze Duration:** 3 seconds
- **Movement Speed:** -15%
- **Armor Weakening:** -25%

Rank 2

Improve the odds of freezing a target by 30%.

Rank 3

Increase freeze duration by 40%.

- **Freeze Duration:** 4.2 seconds (+40%)
- **Movement Speed:** -15%
- **Armor Weakening:** -25%

Rank 4

Freeze Duration	OR	Squad Bonus
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<p>Increase freeze duration by 40%.</p> <ul style="list-style-type: none"> • Freeze Duration: 5.9 seconds (+40%) • Movement Speed: -15% • Armor Weakening: -25% 	<p>Squadmates gain Cryo Ammo at 50% effectiveness.</p>
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Rank 5

Ammo Capacity	OR	Headshots
<p>Increase ammo capacity by 30%.</p>		<p>Increase headshot to frozen enemies by 35%.</p>

Rank 6

Freeze Chance	OR	Damage Combo
<p>Improve the odds of freezing a target by 50%.</p> <p>Decrease a frozen target's movement speed by an additional 20%.</p>		<p>Increase damage to frozen targets from all sources by 50%.</p> <p>Weaken the armor of chilled targets by 25%.</p>

Disruptor Ammo



Disruptor ammo is a power available to the Infiltrator and Soldier that empowers the user's weapon with an electric field. This electric field causes severe damage to the target's shields, barriers, and a smaller damage bonus to health, in addition to increasing damage against synthetic enemies and has a chance that they will be temporarily disabled, stunning organic enemies as well as synthetics. Also, this ammo may cause enemy weapons to overheat, once again rendering them disabled.

Disruptor Ammo Power Ranks

The power, Disruptor Ammo, can be upgraded six times. Below are the upgrades for Mass Effect 3.

Rank 1

Bring down your enemy's barrier and shields. Chance to stun. More weapon damage. More damage to shields and barriers.

- **Health Damage Bonus:** +5%
- **Shield & Barrier Damage:** +20%

Rank 2

Improve the odds of stunning a target by 15%.

Rank 3

Increase health damage bonus by 2%. Increase shield and barrier damage bonuses by 8%.

- **Health Damage Bonus:** +7%
- **Shield & Barrier Damage:** +28%

Rank 4

Damage	OR	Squad Bonus
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<p>Increase health damage bonus by 3%.</p> <p>Increase shield and barrier damage bonuses by 12%.</p> <ul style="list-style-type: none"> • Health Damage Bonus: +10% • Shield & Barrier Damage: +40% 	<p>Squadmates gain Disruptor Ammo at 50% effectiveness.</p>
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Rank 5

Ammo Capacity	OR	Headshots
Increase ammo capacity by 30%.		Increase headshot to damage by 25%.

Rank 6

Damage	OR	Sniper Damage
<p>Increase health damage bonus by 5%.</p> <p>Increase shield and barrier damage by 20%.</p> <ul style="list-style-type: none"> • Health Damage Bonus: +12/15%* • Shield & Barrier Damage: +48/60% 		<p>Improve the odds of stunning a target by 25%.</p>

note: *varies depending on previous upgrades

Incendiary Ammo



Incendiary Ammo makes the user's weapon deal fire damage, burning through armor and setting enemies on fire. The flames also stop health regeneration and can cause unarmored targets to panic. However, synthetic enemies such as Geth are resistant to fire damage.

Incendiary Ammo Power Ranks

Incendiary Ammo can be upgraded six times. Below are the upgrades for Mass Effect 3.

rank 1

Shoot and your enemy will burst into flames.

More weapon damage. Weaken armor. Chance to make an enemy panic.

rank 2

Improve the odds of panicking a target by 15%.

rank 3

Increase health and armor damage bonuses by 4%.

rank 4

Damage	OR	Squad Bonus
Increase health and damage bonuses by 6%.		Squadmates gain Incendiary Ammo at 50% effectiveness.

rank 5

Ammo Capacity	OR	Headshots
Increase ammo capacity by 30%.		Increase headshot damage by 25%.

Rank 6

Damage	OR	Explosive Burst
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Increase health and armor damage bonuses by 10%.

Ignite enemies with an intermittent explosion that covers 2.50 meters for 100 damage.

Shredder Ammo



Shredder Ammo is a power you gain in Mass Effect 2. It inflicts heavier damage to organic enemies. It can be useful against tougher enemies such as the Krogan, and inflicts more damage to enemies that do not have any sort of shield, barrier, or fortification. Shredder ammo also has the highest damage bonus of any ammunition power in Mass Effect.

This section needs to be updated with Mass Effect 3 Rank info.

Note: Shredder Ammo does not return in Mass Effect 3

Warp Ammo



Warp Ammo is extremely effective against the target's barriers, armor and health. It penetrates and destroys enemy biotic barriers. Warp ammo's damage bonus is doubled to enemies affected by biotic powers. It does not do any special damage to shields.

This power is available to Liara in Mass Effect 3.

Warp Ammo Power Ranks

The power, Warp Ammo can be upgraded six times. Below are the upgrades for Mass Effect 3.

Rank 1

- **Health Damage Bonus:** +15%
- **Armor Damage Bonus:** +15%
- **Barrier Damage:** +30%
- **Armor Weakening:** -25%
- **Lifted Target Damage:** +50%

Rank 2

Increase lifted target damage by 25%

- **Lifted Target Damage:** +75%

Rank 3

Increase health and damage armor by 5%. Increase barrier damage by 10%.

- **Health Damage Bonus:** +20%
- **Armor Damage Bonus:** +20%
- **Barrier Damage:** +40%

Rank 4

Damage	OR	Squad Bonus
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Increase health and damage armor by 7.5%. Increase barrier damage by 15%.

- **Health Damage Bonus:** +27.5%
- **Armor Damage Bonus:** +27.5%
- **Barrier Damage:** +55%

Squadmates get your ammo power at 50% effectiveness.

Rank 5

Ammo Capacity	OR	Headshots
Increase ammo capacity by 30%.		Increase headshot damage by 25%.

Rank 6

Damage	OR	Enhanced Warp
<p>Increase health and damage armor by 12.5%. Increase barrier damage by 25%.</p> <ul style="list-style-type: none"> • Health Damage Bonus: +32.5/40%* • Armor Damage Bonus: +32.5/40%* • Barrier Damage: +65/80%* 		<p>Increase lifted target damage by 50%. Weaken armored targets by additional 25%</p> <ul style="list-style-type: none"> • Armor Weakening: - 50% • Lifted Target Damage: +125%

note: *varies depending on previous upgrades

Biotic



Biotics is a term referring to the ability of some lifeforms to create a mass effect field using Element Zero modules embedded in their body tissues. The biotic powers can come in handy when dealing with enemies and helping your team in combat. These powers are accessed and augmented by using bio-amps. Lifeforms that are adept to using biotics can knock enemies to the ground from a distance, can lift them into the air, and generate mass effect fields that tear into obstacles and enemies. They also can help to destroy and create protective barriers or shields. The main character classes that can use these abilities and powers include Adepts, Vanguard, and Sentinel. Biotics are seen being used when your character begins to glow and become surrounded by a blue light, like lightning.

Biotic Powers

Below is a list of some of the biotic Powers used in Mass Effect:

- Barrier
- Biotic Charge
- Dominate
- Lift
- Nova
- Pull
- Reave
- Shockwave
- Singularity
- Slam
- Stasis
- Throw
- Warp

Biotic Charge



Biotic Charge is a Biotic power used by Vanguard in Mass Effect. Biotic charge allows the user to thrust forward at an incredible speed, before slamming into their target. This culminates in a large collision that hits unprotected enemies and causes them to fly backwards, inflicting loads of damage. Biotic charge can be used on only one enemy at a time. With the biotic charge ability, Shepard can forgo obstacles and pass through solid objects en route to the target.

Biotic Charge Power Ranks

The power, Biotic Charge, can be upgraded six times. Below are the upgrades for Mass Effect 3.

Rank 1

Smash into a target while encased in this biotic barrier, leveling your opponents.

Invulnerable while this power is in effect.

- **Recharge Speed:** 7.50 sec
- **Damage:** 250
- **Force:** 500 N
- **Barrier Restored:** 50%

Rank 2

Increase recharge speed by 25%.

- **Recharge Speed:** 6.32 sec

Rank 3

Increase damage and force by 20%.

- **Damage:** 300

- **Force:** 600 N

Rank 4

Force & Damage	OR	Radius
Increase damage and force by 30%. <ul style="list-style-type: none"> • Damage: 325 • Force: 650 N 		Hit up to 2 additional targets within 2 meters of the impact point.

Rank 5

Weapon Synergy	OR	Power Synergy
Increase weapon damage by 15% for 3 seconds after a successful Biotic Charge.		Increase power damage and force by 25% for 15 seconds after a successful Biotic Charge.

Rank 6

Bonus Power	OR	Barrier
Give Biotic Charge a 25% chance of not triggering a cooldown.		Increase barriers by an additional 50% after a successful Biotic Charge. <ul style="list-style-type: none"> • Battle Restored: 100%

Lift



Lift is a Biotic power that uses a mass effect energy field to alter gravity and send enemies floating helplessly in the air. From there Shepard can either finish the lifted enemy off quickly, or focus his attention on other more powerful enemies, as the lifted target poses no threat until the effect wears off.

This section needs to be updated with Mass Effect 3 Rank info.

Nova

Nova

Nova is a close range shockwave power that drains your Barrier in order to do high damage to nearby enemies. Nova is great to use when surrounded, as it knocks back all enemies. Nova can be ranked up multiple times leading to improved radius as well as damage produced. The Vanguard class can use Nova.

Nova Power Ranks

Nova can be upgraded six times. Below are the upgrades for Mass Effect 3.

Rank 1

Transfer the energy of your biotic barrier to charge and spark this deadly blast.

Barrier strength determines blast intensity.

- **Damage:** 350
- **Force:** 450 N
- **Radius:** 4 m

Rank 2

Increase impact radius by 25%.

- **Radius:** 5 m

Rank 3

Increase damage and force by 20%.

- **Damage:** 455
- **Force:** 585 N

Rank 4

Force & Damage	OR	Radius
Increase damage and force by 40%. <ul style="list-style-type: none">• Damage: 595• Force: 765 N		Increase impact radius by 40%. <ul style="list-style-type: none">• Radius: 6.60 m

Rank 5

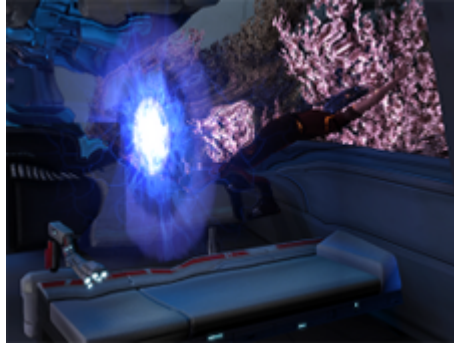
Power Recharge	OR	Half Blast
Increase recharge speed of all powers by 25% for 15 seconds.		Gain the option to use Nova two times in a row by reducing its barrier consumption by 50% but at the cost of reducing damage and force by 40%.

Rank 6

Pierce	OR	Sustain
Increase damage to barriers, shields, and armored targets by 100%.		Nova gains a 25% chance of not using up barriers.

Pull

Pull



Pull is a Biotic power, used by Adepts and Vanguard's , for causing enemies to defy gravity and be pulled helplessly towards you. Pull generates a mass-lowering field, then pulls enemies towards your character. While being pulled, the enemy will drift slowly toward your team. While in the air, you can hit them with a barrage of powers, or a barrage of gunfire. It has a new function in Mass Effect 3, it can pull shields out of enemy hands, making them vulnerable to gunfire and other powers.

Pull Power Ranks

Pull can be upgraded six times. Below are the upgrades for Mass Effect 3.

RANK 1

Yank an opponent helplessly off the ground

Invulnerable while this power is in effect.

- **Recharge Speed:** 8.00 sec
- **Duration:** 4.00 sec

RANK 2

Increase recharge speed by 25%.

- **Recharge Speed:** 7.00 sec

Rank 3

Increase duration by 40%.

Rank 4

Duration	OR	Radius
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Increase duration by 50%.	OR	Increase impact radius by 2 meters.
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Rank 5

Lift Damage	OR	Expose
Inflict 20 damage per second to lifted targets.		Increase all damage to targets lifted by Pull by 25%.

Rank 6

Double Pull	OR	Recharge Speed
Launch two Pull projectiles to seek two targets instead of one.		Increase recharge speed by 60%.

Reave



Reave is a biotic power that is being brought back from Mass Effect 2. It is used by Commander Shepard and Samara. Reave biotically attacks an enemy's nervous or synthetic system. This prevents the target from healing or restoring health. This ability also does damage to armor and barriers. Reave can take most health from enemies disabling them in combat. Upgrading this skill reduces recharge time and increases overall damage.

This section needs to be updated with Mass Effect 3 Rank info.

Shockwave



Shockwave is a power used by Adepts and Vanguard. When using this power, a powerful blast of energy is sent out of the user, creating a series of explosive Biotic impacts through the ground. These biotic impacts ignore any obstacles. The ability is launched down a straight line at targets. The ability will launch enemies into the air. Shockwave can also stun shielded targets. This ability can be used against a large number of advancing enemies.

Shockwave Power Ranks

Shockwave can be upgraded six times. Below are the upgrades for Mass Effect 3.

Rank 1

Topple a row of enemies with this cascading shockwave.

- **Recharge Speed:** 4.44 sec
- **Damage:** 200
- **Force:** 600 N
- **Radius:** 2 m
- **Range:** 10 m

Rank 2

Increase recharge speed by 25%.

- **Recharge Speed:** 3.90 sec

Rank 3

Increase force and damage by 20%.

- **Damage:** 240
- **Force:** 720 N

Rank 4

Force & Damage	OR	Radius
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<p>Increase force and damage by 30%.</p> <ul style="list-style-type: none"> • Damage: 260 • Force: 780 N 	<p>Increase impact radius by 30%.</p> <ul style="list-style-type: none"> • Radius: 2.60 m
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Rank 5

Detonate	OR	Reach
<p>Increase force and damage of biotic detonations by 50%.</p>		<p>Increase the distance that Shockwave cascades by 50%.</p> <ul style="list-style-type: none"> • Range: 15 m

Rank 6

Recharge Speed	OR	Lifting Shockwave
<p>Increase recharge speed by 40%.</p> <ul style="list-style-type: none"> • Recharge Speed: 3.64 sec 		<p>Suspend targets in the air for a short time.</p>

Singularity



Singularity is a power in the Biotic category. It can be used by the Adept class and also Liara T'Soni. The power creates an intense mass effect field in the space-time-continuum which is essentially a Biotic black hole. Unprotected enemies are drawn into the singularity and are briefly held helpless while in the air. Singularity sucks up enemies and causes them to float around the black hole, until it eventually disappears, and the affected enemies drop to the ground. Protected enemies hit by singularity are held in place. Singularity will drain enemy shields, armor, and biotic barriers. Singularity can also be used to cause enemies to drop their shields in Mass Effect 3.

Singularity Power Ranks

The power, Singularity, can be upgraded six times. Below are the upgrades for Mass Effect 3.

Rank 1

Create a sphere of dark energy that traps and dangles enemies caught in its field.

- **Recharge Speed:** 2.50 sec
- **Duration:** 3 sec
- **Radius:** 1 m

Rank 2

Increase recharge speed by 25%.

- **Recharge Speed:** 2.20 sec

Rank 3

Increase Singularity's hold duration by 20%. Increase impact radius by 20%.

- **Duration:** 3.60 sec
- **Radius:** 1.20 m

Rank 4

Duration	OR	Radius
Increase Singularity's hold duration by 30%. Additional enemies can be lifted before Singularity fades. <ul style="list-style-type: none">• Duration: 3.90 sec		Increase impact radius by 25%. Radius: 1.25 m

Rank 5

Lift Damage	OR	Recharge Speed
Inflict 20 damage per second to lifted targets.		Increase recharge speed by 30%. <ul style="list-style-type: none">• Recharge Speed: 2.14 sec

Rank 6

Expand	OR	Detonate
Expand the Singularity field by 35% for 10 seconds.		Detonate Singularity when the field dies to inflict 300 damage across 5 meters.

Slam



Slam is a biotic power. This power lifts the target into the air just like the lift power, however the end result is different. Slam then smashes the target into the ground with great force, inflicting damage. This leaves enemies wallowing on the ground in pain, presenting an opportunity to finish the target off quickly and easily.

This section needs to be updated with Mass Effect 3 Rank info.

Stasis

Stasis is a biotic power available to Adepts, Sentinels, Krogans, and Asari. Stasis causes an enemy to be briefly locked in a mass effect field, freezing the target in place, making them unable to attack. Enemies may also be able to put Shepard and teammates into a stasis field, which will cause you damage and freeze you in space.

Tip: Stasis is effective when used against a Phantom as it will freeze them in place giving you time to line up shots on them or give you some time to back-up. I think that above it said that when an enemy is affected by Stasis then it can take no damage this may be true for single player but in multiplayer it is not.

Rank 1: Stasis

Stop an enemy in its tracks with this powerful mass effect field. No effect on armored targets.

Enemies eventually break out of Stasis after taking major damage.

Recharge Speed: 2.67 sec (carrying no weight)

Duration: 6 sec

Rank 2: **Recharge Speed**

Increase recharge speed by 25%.

Recharge Speed: 2.46 sec

Rank 3: **Duration**

Increase duration by 30%.

Duration: 7.80 sec

Rank 4: Choose between Duration or Stasis Strength

Duration

Increase duration by 40%.

Duration: 10.20 sec

Stasis Strength

Deal 150% more damage to targets before Stasis breaks.

Rank 5: Choose between Bonus Power or Recharge Speed

Bonus Power

Use two powers in a row by giving the first power a 30% chance to cause no cooldown.

Recharge Speed

Increase recharge speed by 35%.

Recharge Speed: 2.22 sec

Rank 6: Choose between Bubble or Vulnerability

Bubble

Unleash a Stasis bubble to trap enemies that walk into it.

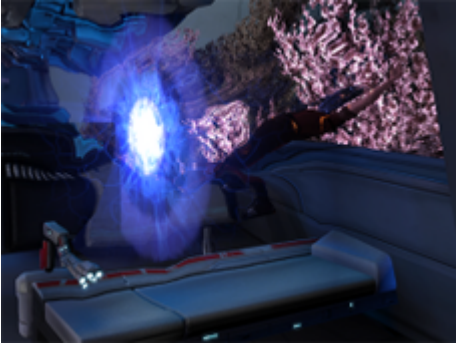
Vulnerability

Increase all damage done to target by 50%.
Deal 35% more damage to targets before Stasis breaks.

Throw



Throw is a returning power to the Mass Effect game series, used by Adepts and Sentinels, which when used, blasts enemies with pure biotic energy. Throw can be curved around objects to hit targets. It has rapid recharge time, and can be used by most biotic characters and classes.



Throw Power Ranks

Throw can be upgraded six times. Below are the upgrades for Mass Effect 3.

Rank 1

Toss your enemy through the air with this biotic blast.

Rank 2

Increase recharge speed by 25%.

Rank 3

Increase force by 30%.

Rank 4

Force	OR	Radius
Increase force by 40%.		Increase impact radius by 2 meters.

rank 5

Detonate	OR	Recharge Combo
Increase force and damage of biotic detonations by 50%.		Reset recharge time after a biotic combo detonates.

rank 6

Force and Damage	OR	Recharge Speed
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Increase force by 50%, and do an additional 200 damage on impact.

Increase recharge speed by 60%.

Warp



Warp is an ability used by Adepts and Sentinels. Warp fires a high damage biotic blast, which damages enemies and stops health regeneration. It deals twice the amount of its base damage to armor and barriers, and interrupts any other biotic powers affecting the enemy, be it Pull, Throw, or Singularity.

Warp Power Ranks

The power, Warp, can be upgraded six times. Below are the upgrades for Mass Effect 3.

Rank 1

Rip your enemy apart at a molecular level.

Stop targeted enemy from regenerating health. Weaken armor.

- **Recharge Speed:** 4.44 sec
- **Damage:** 250
- **Duration:** 10 sec

Rank 2

Increase recharge speed by 25%.

- **Recharge Speed:** 3.90 sec

Rank 3

Increase damage by 20%.

- **Damage:** 300

Rank 4

Damage	OR	Detonate
Increase damage by 30%. • Damage: 325		Increase force, damage, and impact radius of combo detonations by 50%.

Rank 5

Lasting Damage	OR	Expose
Increase damage by 40%. Increase duration by 60%. <ul style="list-style-type: none">• Damage: 350• Duration: 16 sec		Increase weapon damage taken by a target by 15%. Increase power damage taken by a target by 15% for 10 seconds.

Rank 6

Pierce	OR	Recharge Speed
Increase damage to barriers and armor by 50%. Weaken armored targets by an additional 25%.		Increase recharge speed by 35%. <ul style="list-style-type: none">• Recharge Speed: 3.72 sec

Combat



As a third person shooter, Mass Effect relies heavily on the combat used by Shepard and his crew. There are a few dedicated moves and skills used for combat that can help to improve the squads combat abilities.

Combat Powers

Below is a list of some of the combat Powers used in Mass Effect:

- Adrenaline Rush
- Carnage
- Concussive Shot
- Cluster Grenade
- Concussive Shot
- Flashbang Grenade
- Fortification
- Frag Grenade
- Inferno Grenade
- Lift Grenade
- Marksman
- Proximity Mine
- Sticky Grenade

Adrenaline Rush



Adrenaline Rush can only be used by the Soldier in Mass Effect 2 and 3. While under the effects of Adrenaline Rush, time is briefly slowed down for the Soldier and all forms of damage output are increased.

Stacks with Sniper Rifle Concentration Module.

Adrenaline Rush Power Ranks

The power, Adrenaline Rush, can be upgraded six times. Below are the upgrades for Mass Effect 3.

Rank 1

Accelerate reflexes, granting time to line up the perfect shot.

More weapon damage.

Rank 2

Increase recharge speed by 25%.

Rank 3

Increase power duration by 30%.

- **Duration:** 5.20 seconds

Rank 4

Hardening	OR	Damage
Decrease health and shield damage taken by 25%. <ul style="list-style-type: none">• Recharge Speed: 14.50 seconds• Duration: 4 seconds• Weapon Damage Bonus: 35%		Increase damage by 15%. <ul style="list-style-type: none">• Recharge Speed: 14.50 seconds• Duration: 4 seconds• Weapon Damage Bonus: 50%

Rank 5

Duration	OR	Melee Damage
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Increase power duration by 40%.	Increase melee damage by 50%.
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Rank 6

Shield Boost	OR	Power Use
Increase shield strength by 50%.		Use 1 offensive power while Adrenaline Rush is active.

Carnage

Carnage is a Power unique to James Vega.

Cluster Grenade

Cluster Grenade is a new power in Mass Effect 3. This power allows you to throw a grenade that sends enemies flying, and is available only to the Adept.

Cluster Grenade Power Ranks

Cluster Grenade can be upgraded six times. Below are the upgrades for Mass Effect 3.

Rank 1

Lob this biotic grenade cluster at your enemies and watch them fly.

Rank 2

Increase grenade capacity by 1.

Rank 3

Increase damage by 20%.

Increase force by 20%.

Rank 4

Force and Damage	OR	Radius
Increase damage by 30%. Increase force by 30%.		Increase impact radius by 35%.

Rank 5

Max Grenades	OR	Damage Combo
Increase grenade capacity by 2.		Increase damage to already- lifted targets by 100%.

Rank 6

Shrapnel	OR	Force and Damage
Increase shrapnel count by 2.		Increase damage by 50%. Increase force by 50%.

Concussive Shot



Concussive Shot can be used by multiple classes in Mass Effect 2 and 3. Concussive Shot is a single high-powered projectile that damages the current target and has a chance of stunning it for a few seconds. When Concussive Shot is used by Commander Shepard, the projectile will curve around cover to pulverize enemies.

Concussive Shot Power Ranks

The power, Concussive Shot, can be upgraded six times. Below are the upgrades for Mass Effect 3.

Rank 1

Flatten your enemy with a precise blast at short or long range.

Effective against barriers.

Rank 2

Increase recharge speed by 25%.

- **Recharge Speed:** 6 seconds

Rank 3

Increase force and damage by 20%.

- **Damage:** 120
- **Force:** 360 N

Rank 4

Force & Damage	OR	Radius
Decrease health and shield damage taken by 25%. <ul style="list-style-type: none">• Damage: 130• Force: 390 N		Increase impact radius by 1.50 meters. <ul style="list-style-type: none">• Damage: 100• Force: 300 N

Rank 5

Shatter	OR	Recharge Speed
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<p>Increase force and damage to frozen targets by 100%.</p>	<p>Increase recharge speed by 35%.</p> <ul style="list-style-type: none"> • Recharge Speed: 5.50 seconds
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Rank 6

Amplification	OR	Shredder
<p>Power Concussive Shot with the properties of the active ammo power, enabling it to burn, freeze, disrupt, warp, or pierce armor.</p>		<p>Increase damage to organics by 100% over 10 seconds.</p> <p>Increase force by 50%.</p>

Flashbang Grenade

Flashbang Grenade is a power used by Kasumi in Mass Effect 2. The power is unlocked just after completing her loyalty mission. The Flashbang Grenade power is also seen being used by multiple enemies in DLC missions. The Flashbang releases a concussive charge that inflicts a minor amount of damage and incapacitates all nearby targets. Delicate electronics and enemy nervous systems are also temporarily disabled by this ability, causing weapons to overheat, omni-tool's to jam up, and difficulties when using Biotic

Flashbang Grenade Power Ranks

The power, Flashbang Grenade, can be upgraded four times. Upon the fourth upgrade, the player can choose between two different forms of the power which will each give off different benefits. Below are the upgrades for Mass Effect 2.

This section needs to be updated with Mass Effect 3 Rank info.

Rank 1

- **Recharge Time:** 6.00 seconds (Shepard); 9.00 seconds (Kasumi)
- **Impact Radius:** 6.00 meters
- **Damage:** 45.00 points
- **Incapacitate Duration:** 3.00 seconds

Rank 2

- **Recharge Time:** 6.00 seconds (Shepard); 9.00 seconds (Kasumi)
- **Impact Radius:** 6.50 meters
- **Damage:** 60.00 points
- **Incapacitate Duration:** 3.50 seconds

Rank 3

- **Recharge Time:** 6.00 seconds (Shepard); 9.00 seconds (Kasumi)
- **Impact Radius:** 7.00 meters
- **Damage:** 75.00 points
- **Incapacitate Duration:** 4.00 seconds

Rank 4

Frag Grenade *The grenade is packed with metal fragments that cause extra damage when it explodes.*

- **Recharge Time:** 6.00 seconds (Shepard); 9.00 seconds (Kasumi)
- **Impact Radius:** 7.00 meters

- **Damage:** 120.00 points
- **Incapacitate Duration:** 4.00 seconds

Improved Flashbang Grenade *Improves the grenade's concussive force, incapacitating targets farther away and keeping them down longer.*

- **Recharge Time:** 6.00 seconds (Shepard); 9.00 seconds (Kasumi)
- **Impact Radius:** 9.00 meters
- **Damage:** 75.00 points
- **Incapacitate Duration:** 6.00 seconds

Fortification



Fortification is a power from Mass Effect 2. Fortification can be used by Shepard (if unlocked) and by Grunt. When activated, fortification reinforces any armor the user is wearing with a non-Newtonian fluid that hardens when struck, providing a massive bonus to shields. Unlike the powers similar to it, Barrier and Geth Shield Boost, Fortification is a combat skill, and does not receive the enhancements provided by biotic or tech upgrades.

Fortification Power Ranks

The power, Fortification, can be upgraded six times. Below are the upgrades for Mass Effect 3.

Rank 1

Reinforce armor using protective Foucault currents. Purge the current and send its charge to your gauntlets for increased melee damage.

Slows power use by 60%.

- **Recharge Speed:** 5.14 sec
- **Damage Reduction:** 15%
- **Melee Damage Bonus:** 50%
- **Melee Damage Duration:** 20 sec

Rank 2

Increase recharge speed by 25% when armor is purged.

- **Recharge Speed:** 4.09 sec

Rank 3

Increase melee damage bonus by 20% when armor is purged.

- **Melee Damage Bonus:** 70%

Rank 4

Durability	OR	Melee Damage
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<p>Increase damage protection by 5%.</p> <ul style="list-style-type: none"> • Damage Reduction: 20% 	<p>Increase melee damage bonus by 30% when armor is purged.</p> <ul style="list-style-type: none"> • Melee Damage Bonus: 80%
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Rank 5

Recharge Speed	OR	Power Synergy
Increase shield recharge rate by 15%.		Increase power damage and force by 20% while Fortification is active.

Rank 6

Power Recharge	OR	Durability
Reduce power speed penalty by 30%.		<p>Increase damage protection by 10%.</p> <ul style="list-style-type: none"> • Damage Reduction: 25%

Frag Grenade



Frag Grenade is a new Power in Mass Effect 3. The Soldier class can use it. This power allows you to throw a shrapnel grenade which stuns and damages enemies.

Frag Grenade Power Ranks

The power, Frag Grenade, can be upgraded six times. Below are the upgrades for Mass Effect 3.

Rank 1

Rip your enemies apart with this shrapnel-packed grenade.

- **Damage:** 600
- **Radius:** 6.50 m

Rank 2

Increase grenade capacity by 1.

Rank 3

Increase damage by 20%.

- **Damage:** 720
- **Radius:** 6.50 m

Rank 4

Damage	OR	Radius
Increase damage by 30%. <ul style="list-style-type: none">• Damage: 780• Radius: 6.50 m		Increase impact radius by 30%. <ul style="list-style-type: none">• Damage: 720• Radius: 8.45 m

Rank 5

Max Grenades	OR	Bleed Damage
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Increase grenade capacity by 2.

Increase damage to organics by 40% over 10 seconds.

Rank 6

Armor-Piercing	OR	Shield Overload
Increase damage to armor by 50%.		Increase damage to shields by 50%

Inferno Grenade



Inferno Grenade is a power that originated in Mass Effect 2. The power is specifically Zaeed's fourth, after being unlocked by completing his loyalty mission. When activated, a volatile grenade is launched which then explodes on impact. The grenade sends out fragments in all directions, dealing fire damage which is very effective against armor. This ability can damage your squadmates, so beware.

Inferno Grenade Power Ranks

The power, Inferno Grenade, can be upgraded six times. Below are the upgrades for Mass Effect 3.

Rank 1

Cluster-bomb a small area with incendiary munitions.

- **Damage Per Second:** 100
- **Duration:** 8 sec
- **Radius:** 5 m

Rank 2

Increase grenade capacity by 1.

Rank 3

Increase damage by 20%.

- **Damage Per Second:** 120

Rank 4

Damage	OR	Radius
Increase damage by 30%. <ul style="list-style-type: none">• Damage Per Second: 130		Increase impact radius by 30%. <ul style="list-style-type: none">• Radius: 6.50 m

Rank 5

Max Grenades	OR	Damage
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Increase grenade capacity by 1.	Increase damage by 40%. <ul style="list-style-type: none"> • Damage Per Second: 140
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Rank 6

Armor Damage	OR	Radius & Shrapnel
Increase damage to armor by 50%.		Increase impact radius by 40%. Increase shrapnel by 1 fragments. <ul style="list-style-type: none"> • Radius: 7 m

Lift Grenade

Lift Grenades are new weapons available to the Sentinel class in Mass Effect 3. When thrown they cause the enemy to be thrown helplessly in the air and make them open to attack. It does not appear to work on synthetic enemies.

Lift Grenade Power Ranks

The power, Lift Grenade, can be upgraded six times. Below are the upgrades for Mass Effect 3.

Rank 1

Lob this Grenade into a group of enemies to send them flying.

- **Damage:** 450
- **Radius:** 5 m
- **Duration:** 4 sec

Rank 2

Increase grenade capacity by 1.

Rank 3

Increase damage by 20%.

- **Damage:** 540
- **Radius:** 5 m
- **Duration:** 4 sec

Rank 4

Damage	OR	Radius
Increase damage by 30%. <ul style="list-style-type: none">• Damage: 585• Radius: 5 m• Duration: 4 sec		Increase impact radius by 30%. <ul style="list-style-type: none">• Damage: 450• Radius: 6.5 m• Duration: 4 sec

Rank 5

Max Grenades	OR	Duration
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Increase grenade capacity by 2.	Increase power duration by 50%
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Rank 6

Slam	OR	Damage and Radius
Slam Floating targets to the ground as Lift wears off, stunning them for 3 sec.		Increase damage and impact radius by 30%.

Marksman

Marksman is a combat power in Mass Effect 3 that is useable by Ashley Williams and Turian Soldiers in Multiplayer. Marksman boosts weapon accuracy and firing rate for a short time.

Proximity Mine



Proximity Mine is a new power in Mass Effect 3. Proximity Mine can be used by Shepard (if unlocked) and Garrus. It can be used by Salarian Infiltrators in Multiplayer.
Rank 1

Fire this sticky mine into traffic. It will detonate when an enemy steps within range.

Sticky Grenade

Sticky Grenade is a new Power in Mass Effect 3. The Infiltrator class can use it. This power allows you to throw a grenade that can stick to a target and damage enemies who are near it.

Sticky Grenade Power Ranks

Sticky Grenade can be upgraded six times. Below are the upgrades for Mass Effect 3.

Rank 1

Stick this grenade to your opponent, and the explosion will tear apart the target and shrapnel will damage other enemies caught in the blast.

- **Damage:** 750
- **Radius:** 2 m

Rank 2

Increase grenade capacity by 1.

Rank 3

Increase damage by 20%.

- **Damage:** 900

Rank 4

Damage	OR	Radius
Increase damage by 30%. • Damage: 1,125		Increase impact radius by 30%. • Radius: 2.60 m

Rank 5

Max Grenades	OR	Armor-Piercing
Increase grenade capacity by 1.		Increase damage to armored units by 50%.

Rank 6

Damage	OR	Proximity Trap
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Increase damage by 40%.

- **Damage:**
1,200/ 1,425*

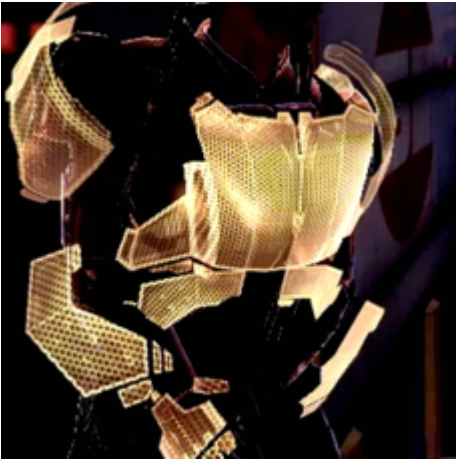
Grenades stay active for 15 seconds when attached to a wall or surface, exploding when an enemy approaches.

Increase impact radius by 50%.

- **Radius:** 3/ 3.6 m*

note: *varies depending on previous upgrades

Tech



Tech refers to powers based around reverse engineering or hacking various technologies including hardsuit systems, weapons, and synthetic enemies such as the Geth. Tech powers are deployed with omni-tools. The main classes that utilize omni-tools are Engineers, Infiltrators, and Sentinels.

Tech Powers

Below is a list of some of the tech Powers used in Mass Effect:

- Combat Drone
- Cryo Blast
- Energy Drain
- Geth Shield Boost
- Incinerate
- Neural Shock
- Overload
- Sabotage
- Sentry Turret
- Tactical Cloak
- Tech Armor

Combat Drone



Combat Drone

Combat Drone is a tech power limited only to Engineers. When activated, a tech Drone is spawned. The drone draws enemy fire away from the player and their squadmates and can stun targets electronically while damaging their shields as well. Only one drone can be active at a time for each character. If specializing as a Mechanic, one can increase the duration of the Engineer's powers, including the drone's deployment time. The drones can also be spawned by enemies, but are generally less powerful.

Combat Drone Power Ranks

Combat Drone can be upgraded six times. Below are the upgrades for Mass Effect 3.

Rank 1

Deploy this attack drone to stun targets and draw enemy fire.

- **Recharge Speed:** 2.78 sec
- **Drone Damage:** 40
- **Drone Shields:** 500

Rank 2

Increase recharge speed by 25%.

- **Recharge Speed:** 2.44 sec

Rank 3

Increase drone's damage by 30%. Increase drone's shields by 30%.

- **Drone Damage:** 52

- **Drone Shields:** 650

Rank 4

Shields & Damage	OR	Detonate
Increase drone's damage by 40%. Increase drone's shields by 40%. <ul style="list-style-type: none"> • Drone Damage: 56 • Drone Shields: 700 		Drone explodes when destroyed, dealing 156 points of damage across a 5 meter radius.

Rank 5

Shock	OR	Shields & Damage
Upgrade drone's short-range attack to deal 130 points of damage across a 2.50 meter radius. Drone stuns enemies for a short duration.		Increase drone's damage by 50%. Increase drone's shields by 50%. <ul style="list-style-type: none"> • Drone Damage: 60 • Drone Shields: 750

Rank 6

Rockets	OR	Chain Lightning
Upgrade drone with long-range rockets that deal 195 points of damage across a 1.50 meter radius.		Upgrade drone's electrical pulse to jump and hit 3 additional targets.

Cryo Blast



Cryo Blast

Cryo Blast is a useful power, freezing unprotected enemies almost instantly. While frozen, enemies are vulnerable to Throw, Pull, Warp, Singularity, Incinerate and of course, gunfire.

A useful tactic is to freeze an enemy, then use concussive shot to make them explode on impact. This can be seen in the following trailer.

Cryo Blast Power Ranks

Cryo Blast can be upgraded six times. Below are the upgrades for Mass Effect 3.

Rank 1

Flash-freeze and shatter unprotected enemies. Slow down the rest.

Weaken Armor. Frozen targets won't regenerate health.

rank 2

Increase recharge speed by 15%.

rank 3

Increase power duration by 40%.

Rank 4

Duration	OR	Radius
Increase power duration by 60%.		Increase impact radius by 2 meters.

rank 5

Speed Reduction	OR	Cryo Explosion
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Decrease movement speed of chilled targets by an additional 20%.	Increase damage to chilled and frozen targets by 10%.
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Rank 6

Recharge Speed	OR	Frozen Vulnerability
Increase recharge speed by 50%.		Increase damage to frozen and chilled targets by 15%. Weaken armored targets by an additional 25%.

Decoy

Decoy allows you to make a fake copy of yourself for enemies to fire at

Combat Drone



Combat Drone

Combat Drone is a tech power limited only to Engineers. When activated, a tech Drone is spawned. The drone draws enemy fire away from the player and their squadmates and can stun targets electronically while damaging their shields as well. Only one drone can be active at a time for each character. If specializing as a Mechanic, one can increase the duration of the Engineer's powers, including the drone's deployment time. The drones can also be spawned by enemies, but are generally less powerful.

Combat Drone Power Ranks

Combat Drone can be upgraded six times. Below are the upgrades for Mass Effect 3.

Rank 1

Deploy this attack drone to stun targets and draw enemy fire.

- **Recharge Speed:** 2.78 sec
- **Drone Damage:** 40
- **Drone Shields:** 500

Rank 2

Increase recharge speed by 25%.

- **Recharge Speed:** 2.44 sec

Rank 3

Increase drone's damage by 30%. Increase drone's shields by 30%.

- **Drone Damage:** 52

- **Drone Shields:** 650

Rank 4

Shields & Damage	OR	Detonate
Increase drone's damage by 40%. Increase drone's shields by 40%. <ul style="list-style-type: none"> • Drone Damage: 56 • Drone Shields: 700 		Drone explodes when destroyed, dealing 156 points of damage across a 5 meter radius.

Rank 5

Shock	OR	Shields & Damage
Upgrade drone's short-range attack to deal 130 points of damage across a 2.50 meter radius. Drone stuns enemies for a short duration.		Increase drone's damage by 50%. Increase drone's shields by 50%. <ul style="list-style-type: none"> • Drone Damage: 60 • Drone Shields: 750

Rank 6

Rockets	OR	Chain Lightning
Upgrade drone with long-range rockets that deal 195 points of damage across a 1.50 meter radius.		Upgrade drone's electrical pulse to jump and hit 3 additional targets.

Defense Matrix

Defense Matrix is a new power in Mass Effect 3. Defense Matrix can be used by Shepard (if unlocked) and EDI.

Defense Matrix Power Ranks

The power, Defense Matrix, can be upgraded six times. Below are the upgrades for Mass Effect 3.

Rank 1

Reinforce armor with protective focault currents. Purge the currents to restore shields.

Slows power use by 60%.

- **Recharge Speed:**
- **Damage Reduction:** 15%
- **Shields Restored:** 50%

Rank 2

Increase recharge speed by 25% when armor is purged.

- **Recharge Speed:**

Rank 3

Increase shield restoration by 20% when armor is purged.

- **Shields Restored:** 70%

Rank 4

Durability	OR	Shield Bonus
Increase damage protection by 5%. <ul style="list-style-type: none">• Damage Reduction: 20%		Increase shield restoration by 30% when armor is purged. <ul style="list-style-type: none">• Melee Damage Bonus: 100%

Rank 5

Shield Recharge	OR	Power Synergy
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Decrease shield-recharge delay by 15%.
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Increase tech power damage by 25% while Defense Matrix is active.

Rank 6

Power Recharge	OR	Durability
Reduce power speed penalty by 30%.		Increase damage protection by 10%. <ul style="list-style-type: none">• Damage Reduction: 25/30%

Energy Drain



Energy Drain is a power used by Tech classes and Tali. Energy Drain slowly removes energy from enemies kinetic barriers, which in turn will help to boost your own shields. This ability also does damage to shields.

This section needs to be updated with Mass Effect 3 Rank info.

Geth Shield Boost



Geth Shield Boost is used by Legion and Shepard (if unlocked).

This ability improves upon current shielding technology. This applies mostly to the Geth race. This improved shield technology helps to deflect damage. It is similar to fortification and barrier. The better you are at tech the better your geth shield boost will be.

This section needs to be updated with Mass Effect 3 Rank info.

Incinerate

Incinerate is a tech power used by the Engineer and Infiltrator classes. It is a plasma projectile fired from the user's omni-tool. The power inflicts damage over time to all nearby enemies. It burns through enemy armor like butter, making them extremely vulnerable to gunfire. Incinerate also stops enemy health regeneration making it a valuable power against enemies like the Vorcha.

Incinerate Power Ranks

Incinerate can be upgraded six times. Below are the upgrades for Mass Effect 3.

Rank 1

Burn your opponents and incinerate their armor.

Heavy damage to health and armor. Make an enemy panic, stopping health regeneration.

- **Recharge Speed:** 4.44 sec
- **Damage:** 300

Rank 2

Increase recharge speed by 25%.

- **Recharge Speed:** 3.90 sec

Rank 3

Increase damage by 20%.

- **Damage:** 360

Rank 4

Damage	OR	Radius
Increase damage by 30%. • Damage: 390		Increase radius by 1.50 meters.

Rank 5

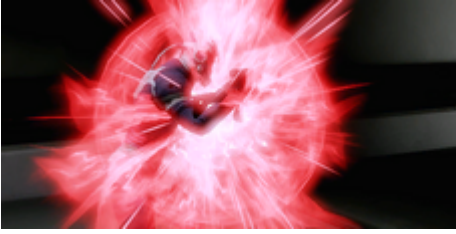
Burning Damage	OR	Recharge Speed
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<p>Increase damage by an additional 40% over 8 seconds.</p>	<p>Increase recharge speed by 25%.</p> <ul style="list-style-type: none"> • Recharge Speed: 3.90 sec
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Rank 6

Freeze Combo	OR	Armor Damage
<p>Increase damage to frozen and chilled targets by an additional 100%.</p>		<p>Increase damage to armored targets by 50%.</p>

Neural Shock



Neural Shock is an ability possessed by Mordin and Shepard (if unlocked). This ability is used to suppress attacking enemies. Neural shock paralyzes organic foes for a limited amount of time. At higher levels this power can impair the enemies accuracy. This is a great method to control groups of enemies.

Neural shock is unlocked on the 5th upgrade of Overload and is no longer a separate power. It paralyzes weak organic foes for a short while.

This section needs to be updated with Mass Effect 3 Rank info.

Overload



Overload is a technique available for use by Engineers and Engineers. It fires an electrical blast, decimating shields and robotic foes. Overall, it is most effective for shutting down the shields of enemies making them more vulnerable to attack. This move does twice as much damage to shields than it does to synthetics. It is somewhat effective against armor, but not as much as Warp.

Overload Power Ranks

Overload can be upgraded six times. Below are the upgrades for Mass Effect 3.

Rank 1

Overload electronics with this power surge, stunning your enemy.

Effective against shields, barriers, and synthetics. Not as effective against organics.

- **Recharge Speed:** 4.44 sec
- **Damage:** 220

Rank 2

Increase recharge speed by 25%.

- **Recharge Speed:** 3.90 sec

Rank 3

Increase damage by 20%.

- **Damage:** 264

Rank 4

Chain Overload	OR	Damage
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Hit 1 additional target within 8 meters with 60% less damage.	Increase damage by 30%. <ul style="list-style-type: none"> • Damage: 286
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Rank 5

Neural Shock	OR	Recharge Speed
Incapacitate weaker organic enemies for a short duration.		Increase recharge speed by 25%. <ul style="list-style-type: none"> • Recharge Speed: 3.90 sec

Rank 6

Chain Overload	OR	Shield Damage
Increase damage by 15%. Hit 1 additional target within 8 meters with 60% less damage. <ul style="list-style-type: none"> • Damage: 253 		Increase damage to barriers and shields by an additional 100%.

Proximity Mine



Proximity Mine is a new power in Mass Effect 3. Proximity Mine can be used by Shepard (if unlocked) and Garrus. It can be used by Salarian Infiltrators in Multiplayer.
Rank 1

Fire this sticky mine into traffic. It will detonate when an enemy steps within range.

Sabotage

Sabotage, formerly known as AI Hacking, is a tech power limited only to Infiltrators and Engineers in Mass Effect 3.

Sabotage Power Ranks

Sabotage like all powers can be upgraded six times. After the third upgrade, the player can choose between two different forms of the power which will each give off different benefits.

Rank 1

Sabotage weapons and hack synthetics.

Compromised synthetics fight on your side. Affected weapons overheat.

rank 2

Increase recharge speed by 25%.

rank 3

Increase impact radius by 30%.

rank 4

Duration	OR	Backfire
Increase power duration by 50%.		Increase damage taken by 30% when enemy weapons overheat.

Rank 5

Explosive Hack	OR	Recharge Speed
Synthetics explode when destroyed, dealing 350 points of damage across a 4 meter radius.		Increase recharge speed by 25%.

rank 6

Berserk	OR	Tech Vulnerability
Hacked synthetics fighting on your side move faster and do 100% more damage.		Increase all tech power damage done to target by 100% for 10 seconds.

Sentry Turret

Sentry Turret

Sentry Turret is a power available to a Quarian Engineer. It deploys a stationary turret useful for defending choke points and objectives. It provides cover fire for when the player is pinned down by a large group of enemies.

Sentry Turret Power Ranks

Sentry Turret can be upgraded six times. Below are the upgrades for Mass Effect 3.

Rank 1

Deploy this heavy-weapon turret for cover fire.

Rank 2

Increase recharge speed by 25%.

rank 3

Increase turret's shields by 30%.

Increase turret's damage by 30%.

Rank 4

Shields and Damage	OR	Shock
Increase turret's shields by 40%. Increase turret's damage by 40%.		Upgrade turret with shock attack to stun enemies.

rank 5

Cryo Ammo	OR	Armor-Piercing Ammo
Upgrade turret with cryo ammo, giving it a chance to freeze enemies for 3 seconds.		Upgrade turret with armor-piercing ammo, giving it a 100% damage bonus against armor.

rank 6

Rockets	OR	Flamethrower
Upgrade turret with long-range rockets that deal 210 points of damage across a 1.50 meter radius.		Upgrade turret with a close-range flamethrower that deals 77 points of damage per second.

Tactical Cloak



Tactical Cloak is a tech power only usable by the Infiltrator class. This ability is a basic invisibility shield. When used, the cloak will instantly make Shepard invisible to all enemies. While this power stops health and shield regeneration, it also increases weapon damage. However, if Shepard is attacked by automated targets, Shepard will still be damaged. The cloak has a limited duration. When used, enemies will abruptly stop attacking Shepard, and will put attention on other squadmates. Once the cloak is inactive enemies will begin to attack Shepard once again. No other powers can be used while the cloak is active unless the bonus power is unlocked.

A smart use of this power would be to flank around to unbeknownst targets and attack them, or it could also give you a great setup for an ambush.

Tactical Cloak Power Ranks

The power, Tactical Cloak, can be upgraded six times. Below are the upgrades for Mass Effect 3.

Rank 1

Become invisible.

Gain a massive damage bonus when breaking from cloak to attack.

- **Duration:** 8 sec
- **Damage Bonus:** 50%

Rank 2

Increase recharge speed by 25%.

Rank 3

Increase power duration by 30%.

- **Duration:** 10.40 sec

Rank 4

Duration	OR	Damage
Increase power duration by 40%. • Duration: 11.20 sec		Increase damage bonus by 40%. • Damage Bonus: 90%

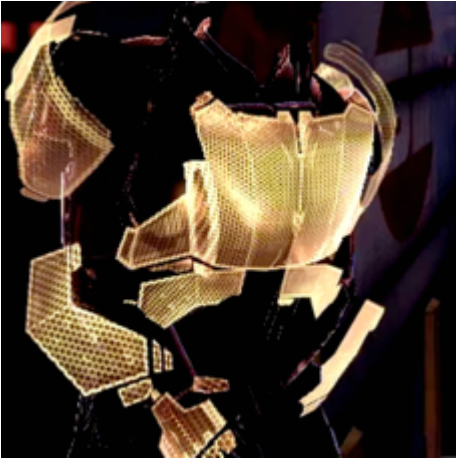
Rank 5

Recharge Speed	OR	Melee Damage
Increase recharge speed by 30%.		Increase melee damage by 50% while cloaked.

Rank 6

Bonus Power	OR	Sniper Damage
Fire one power while cloaked and remain hidden.		Increase sniper rifle damage by 40% while cloaked.

Tech Armor



Tech Armor is a power that is used by Sentinels and other crewmates. This power generates an energized armor suit that boosts the players damage resistance. Tech armor is detonated when the player activates the power while it is currently active. When destroyed the armor sends out a pulse of energy damaging any surrounding targets.

Tech Armor Power Ranks

The power, Tech Armor can be upgraded six times. Below are the upgrades for Mass Effect 3.

Rank 1

Protect yourself with this holographic armor or detonate it to damage nearby enemies.

Slows power use by 80%.

- **Recharge Speed:** 14.40 sec
- **Damage Reduction:** 25%
- **Explosion Damage:** 200
- **Explosion Radius:** 3 m

Rank 2

Increase recharge speed after armor detonation by 25%.

- **Recharge Speed:** 11.43 sec

Rank 3

Increase detonation damage by 20%. Increase impact radius by 20%.

- **Explosive Damage:** 240
- **Explosive Radius:** 3.60 m

Rank 4

Damage & Radius	OR	Durability
Increase detonation damage by 30%. Increase impact radius by 30%. • Explosive Damage: 260 • Explosion Radius: 3.90 m		Increase damage protection by an additional 5%. • Damage Reduction: 30%

Rank 5

Power Damage	OR	Melee Damage
Increase power damage and force by 20% while armor is active.		Increase melee damage by 30% while the power is active.

Rank 6

Power Recharge	OR	Durability
Reduce power speed penalty by 30%.		Increase damage protection by an additional 10%. • Damage Reduction: 35%

Universal

Universal

Universal Powers are powers that only Shepard can use, which can help his squad in various ways.

Universal Powers

Below is a list of some of the universal Powers used in Mass Effect:

- Unity
- Fitness
- Alliance Training

Alliance Training

Alliance Training

Alliance Training is a passive skill in Mass Effect 3. It is available to all humans. It gives the player more power damage, weapon damage, and strength.

Alliance Training Power Ranks

Alliance Training can be upgraded six times. Below are the upgrades for Mass Effect 3.

Rank 1

A decade of rigorous combat training in the Alliance starts to click.

More power damage. More weapon damage. More strength.

- **Weapon Damage Bonus: 5%**
- **Power Damage Bonus: 5%**
- **Weight Capacity Bonus: 10**

Rank 2

Increase power damage and force bonuses by 5%.

- **Power Damage Bonus: 10%**

Rank 3

Increase weapon damage bonus by 5%.

- **Weapon Damage Bonus: 10%**

Rank 4

Weapon Damage	OR	Damage & Capacity
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<p>Increase weapon damage bonus by 7.50%.</p> <ul style="list-style-type: none"> • Weapon Damage Bonus: 12.50% 	<p>Increase power damage and force bonuses by 10%.</p> <p>Increase weight capacity bonus by 20 points.</p> <ul style="list-style-type: none"> • Power Damage Bonus: 15% • Weight Capacity Bonus: 30
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Rank 5

Power Damage	OR	Headshots
<p>Increase power damage and force bonuses by 15%.</p> <ul style="list-style-type: none"> • Power Damage Bonus: 20% 		<p>Increase headshot damage bonus by 20%.</p>

Rank 6

Weapon Weight	OR	Weapon Damage
<p>Decrease weight of all weapons by 20%.</p>		<p>Increase weapon damage bonus by 10%.</p> <ul style="list-style-type: none"> • Weapon Damage Bonus: 15%

Fitness



Fitness is a returning power from Mass Effect. It is a passive skill that can be used by all classes. It boosts health, shields/barriers, melee damage, and durability.

Fitness Power Ranks

The power, Fitness, can be upgraded six times. Below are the upgrades for Mass Effect 3.

Rank 1

Put on some muscle and become fearless in close-quarters combat.

- **Health & Shield Bonus:** +15%
- **Melee Damage Bonus** +15%

Rank 2

Increase health and shield bonuses by 10%.

- **Health & Shield Bonus:** +10%

Rank 3

Increase damage by 20%.

- **Melee Damage Bonus:** +20%

Rank 4

Melee Damage	OR	Durability
Increase melee damage bonus by 30%. • Melee Damage Bonus: +30%		Increase Health and shield bonuses by 15%. • Health & Shield Bonus: +15%

Rank 5

Melee Spree	OR	Shield Recharge
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Increase melee damage by 75% for 30 seconds when an enemy is killed by heavy melee.

Decrease shield recharge rate by 15%.

Rank 6

Melee Synergy	OR	Durability
<p>Increase melee damage bonus by 30%.</p> <p>Increase weapon damage bonus by 25% for 20 seconds after an enemy is killed by heavy melee.</p> <ul style="list-style-type: none">• Melee Damage Bonus: +30%		<p>Increase health and shield bonuses by 25%.</p> <ul style="list-style-type: none">• Health & Shield Bonus: +25%

Quarian Defender

Quarian Defender

Quarian Defender is a passive skill in Mass Effect 3. It is available to all Quarians. It gives the player more power damage, weapon damage, and strength.

Quarian Defender Power Ranks

Quarian Defender can be upgraded six times. Below are the upgrades for Mass Effect 3.

rank 1

Built on a lifetime spent defending the flotilla from the geth, combat skills reach new heights.

More power damage. More weapon damage. More strength.

rank 2

Increase weapon damage bonus by 2.50%.

Rank 3

Increase power damage and force bonuses by 10%.

rank 4

Weapon Damage	OR	Damage and Capacity
Increase weapon damage bonus by 7.50%.		Increase power damage and force bonuses by 10%. Increase weight capacity and bonus by 20 points.

rank 5

Power Damage	OR	Headshots
Increase power damage and force bonuses by 15%.		Increase headshot damage bonus by 20%.

rank 6

SMGs	OR	Weapon Damage
Reduce the weight of SMGs by 30%.		Increase weapon damage bonus by 10%.

Unity



Unity is a power exclusive to Commander Shepard, and can be used by any class. Unity revives any downed squad members, and this requires you to collect Medi-Gel. For each squad member revived, one unit of medi-gel is used. Note that using Unity with neither squad member downed will not use any medi-gel, nor will it affect anything else. It is likely that you will be able to upgrade this power.

Shields

Enemy **Shields** are represented by a blue health bar. Shields can regenerate unless they are fully depleted. The source of shields may be a Shield Generator nearby, which often must be destroyed in order to fully reduce an enemy's shields to zero.

How to Reduce Shields

Barriers and **Shields** contain many similarities and can be eliminated in the same manner.

Use the following Powers to reduce an enemy's Shields bar.

Anti-Shield Ammo

- Disruptor Ammo

Anti-Shield Powers

- Overload

Armor

Armor is represented as a yellow health bar when you pass your aiming reticule over certain enemies. In general, fire reduces Armor.

How to Reduce Armor

Use the following Powers to reduce an enemy's Armor bar.

Anti-Armor Ammo

- Armor-Piercing Ammo
- Incendiary Rounds
- Warp Ammo

Anti-Armor Powers

- Incinerate
- Warp

Anti-Armor Grenades

- Inferno Grenade

Barrier

Enemy **Barriers** are represented by a purple health bar. Barriers can regenerate unless they are fully depleted. The source of shields may be a Reapers nearby, which often must be destroyed in order to fully reduce an enemy's shields to zero.

How to Reduce Barrier

Barriers and Shields contain many similarities and can be eliminated in the same manner.

Use the following Powers to reduce an enemy's Shields bar.

Anti-Barrier Ammo

- Disruptor Ammo

Anti-Barrier Powers

- Overload

Weapons and Equipment

Few weapons and equipment have been confirmed for Mass Effect 3 beyond the bonuses found in the Collector's Editions.

The reintroduction of Grenades and Mines will be brought back to Mass Effect 3. It was stated that grenades will have a different uses and appearances than in Mass Effect 1. Some of the explosives include frag grenades, biotic grenades, lift grenades, and proximity mines.

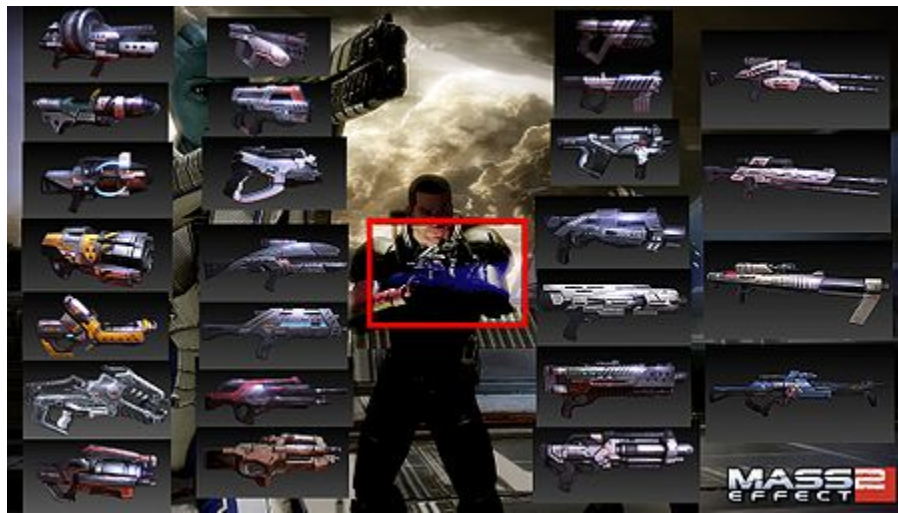
In previous Mass Effect games there have been a few categories of weapons to choose from. The type of weapon you are able to use depends upon the class you choose to play as or the unlocks that you choose in the story. The main weapons used by Shepard and his crew include heavy pistols, assault rifles, shotguns, sniper rifles, grenades, heavy weapons, and sub-machine guns. Each weapon is chosen from the weapon wheel. You can only switch between the weapons that you have unlocked and equipped.



Weapons and Equipment

- Heavy Pistols
- SMGs
- Assault Rifles
- Shotguns
- Sniper Rifles
- Heavy Weapons
- Grenades
- Mines
- Omni-Blade
- Omni-Tools
- Other Equipment
- Armor

Below are many of the weapons Shepard used in Mass Effect 2.



Body Armor

Overview

Body Armor can be found during missions or purchased in Shops. Armor can be equipped at the Armor Locker in the Captain's Quarters aboard the Normandy.

- *For the article on (yellow life bar) enemy Armor, check out the Armor section.*

Armor Sets

- **Blood Dragon Armor**
- **Cerberus Armor**
- **Collector Armor**
- **Inferno Armor - Iron Man inspired armor from ME2**
- **N7 Defender Armor (Gamestop pre-order bonus)**
- **Reckoner Knight Armor (Acquired through Kingdoms of Amalur: Reckoning demo)**
- **Terminus Armor**

Armor Pieces

Hands / Arms

- **Rosenkov Materials Gauntlets**
- **Armax Arsenal Gauntlets**

Hahne-Kedar Gauntlet's '

- *Serrice Council* **Gauntlets**

'Kassa Fabrication **Gauntlets** *'Ariake Technologies* **Gauntlets** *'Rosenkov Materials* **Gauntlets** *'N7* **Gauntlets**

Helmets / Visors

- **Capacitor Helmet**
- **Mnemonic Visor**
- Mnemonic Visor
- N7
- N7 Breather Helmet
- Death Mask
- 'Kuwashii visor
- Sentry Interface
- Kestrel Helmet

- Archon Visor
- Umbra Visor
- Recon Hood
- Delumcore Overlay
- *Securitel Helmet*

Shoulder Guards

- Hahne-Kedar Shoulder Guard
- *Rosenkov Materials* **Shoulder Guard**
Armax Arsenal Shoulder Guard
- 'Serrice Council ' Shoulder Guard
- 'Kassa Fabrication ' Shoulder Guard
- 'Ariake Technologies ' Shoulder Guard
- 'Rosenkov Materials ' Shoulder Guard
- 'N7 ' Shoulder Guard

Blood Dragon Armor



Overview

Blood Dragon Armor is a Body Armor Set available for purchase from Kanala Exports.

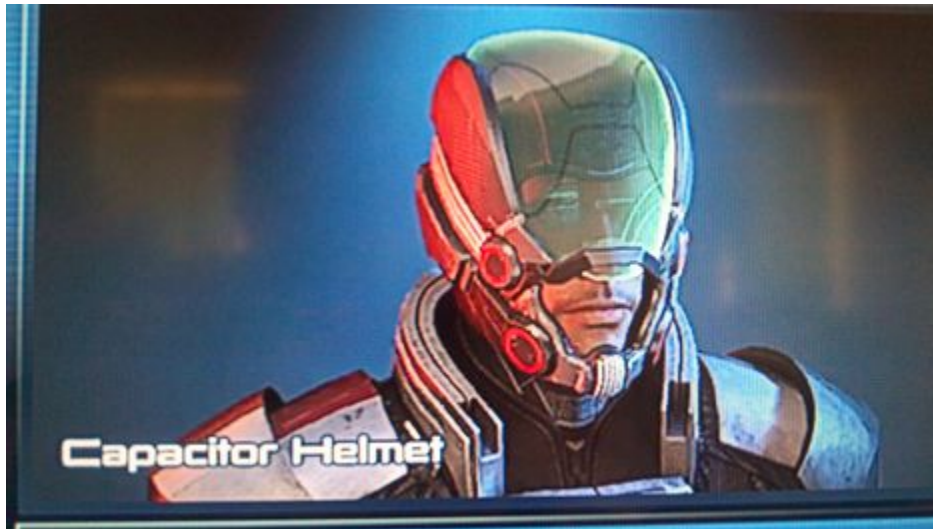
Originally created for Earth's Urban Combat Championship league, this set of armor has undergone as much or more field testing than those of modern militaries. It uses a unique, proprietary power cell that costs as much as a EUCC rookie's contract. The armor's microframe computer adapts to any top-tier omni-tool, kinetic barrier, or biotic amp, giving breathtaking and error-free performance. The chest and shoulder piece bears the logo of the Edmonton Blood Dragons, and the inside of the armor bears the signatures of the entire team. **(source: in-game text)**

This armour set featured in Mass Effect 2 as DLC, if the player had played Dragon Age 2.

Combat Bonuses

- Power Recharge Speed +10%
- Power Damage +30%
- Shields +20%

Capacitor Helmet

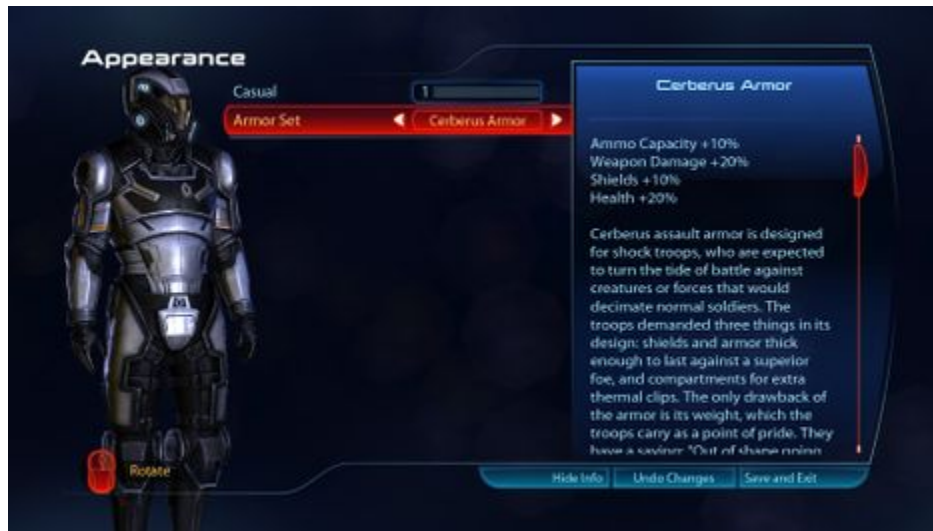


Overview

The **Capacitor Helmet** is a piece of Body Armor that can be purchased in the game from Aegohr Munitions.

Its only combat bonus is Shield Regen Speed +10%

Cerberus Armor



Overview

Cerberus Armor is a type of Body Armor that can be purchased in the game from Elkos Combine Arsenal Supplies.

It is an assault armor designed for shock troops, who are expected to turn the tide of battle against creatures or forces that would decimate normal soldiers. The troops demanded three things in its design: shields and armor thick enough to last against a superior foe, and compartments for extra thermal clips. The only drawback of the armor is its weight, which the troops carry as a point of pride. They have a saying: "Out of shape going in, in shape coming out." (**source: in-game text**)

Combat Bonuses

- Ammo Capacity +10%
- Weapon Damage +20%
- Shields +10%
- Health +20%

Collector Armor



Overview

Collector Armor is a Body Armor set that can be purchased in the game, or possibly imported with your Mass Effect or Mass Effect 2 saves.

The Collectors' chitinous armor is flexible and even tougher than ballistic fibers. Its organic construction allows it to be self-healing, and the muscle-like tissue that assists movement ensures it is comfortable to wear despite its weight. This suit was originally adapted out of salvaged Collector technology by Cerberus, and is incredibly difficult to find on the galactic market. (**source: in-game text**)

This armor can be purchased from Nos Astra Sporting Goods.

Combat Bonuses

- Shield Regen Speed +20%
- Shields +20%
- Health +20%

Inferno Armor



Overview

Inferno Armor was built specifically for Cerberus field officers. It has a VI dedicated to recognizing signs of stress and medical trauma. This application helps assess soldiers, but can be useful in any high-risk situations. The Inferno's microframe computer also manages Biotic Amp and Omni-Tool power, and microsensors help the wearer's movements to counteract the armor's weight. This armor also seems to be a reference to "Iron man". Hence the Iron man look.

Specs

- Power Recharge Speed +30%
- Power Damage +30%

Locations

- Kassa Fabrication

Mnemonic Visor



Overview

The **Mnemonic Visor** is a piece of Body Armor that can be purchased in the game from Aegohr Munitions.

Relatively new to the market, the Mnemonic Visor is difficult to find outside Alliance space. This headpiece plugs into the rest of the user's suit, gathering data so it can adapt to the wearer's tactics. It boosts armor performance at critical moments to allow a soldier to perform with greater strength and speed than normally possible. (**source: in-game text**)

Combat Bonuses

- Power Recharge Speed +5%
- Power Damage +5%

N7 Defender Armor



The **N7 Defender Armor** is downloadable content available as an incentive bonus for people who pre-order Mass Effect 3 at GameStop (in the US).

"Designed to store extra ammunition and provide additional power to shields."

Reckoner Knight Armor

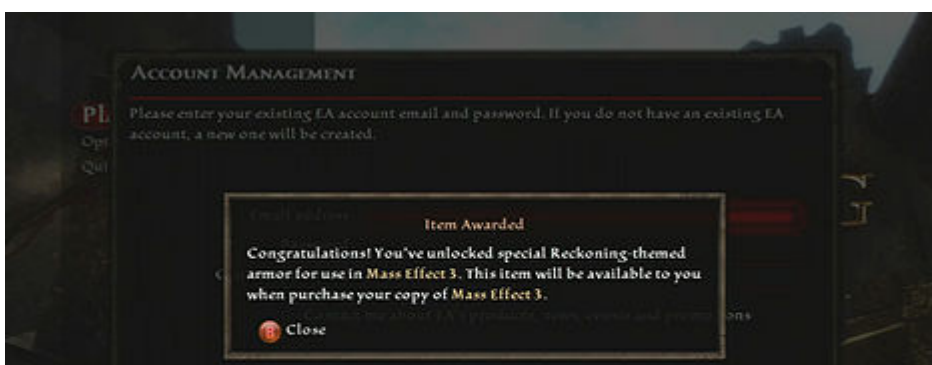
On January 11, 2011, EA announced a crossover between Kingdoms of Amalur: Reckoning and Mass Effect 3. Playing the demo for Kingdoms of Amalur will unlock two Reckoning-inspired in-game items in Mass Effect 3, while playing the Mass Effect 3 demo will unlock armor and a weapon in Kingdoms of Amalur.



Playing Amalur will lead to **Reckoner Knight Armor** weapon in Mass Effect 3. EA says the armor "will maximize damage done in close-quarters combat while a beefed-up power cell feeds energy into weapon systems to increase projectile velocity."

Description

The Reckoner-Knight armor was originally worn by the winners of Earth's Urban Combat Championship 2186, the Rhode Island Knights. A military-grade version of this equipment was presented to longtime Knight fans at the Alliance's Rhode Island base, in thanks for their passionate (and vocal) support during the EUCC championship matches. Beneath this armor's medieval-gothic facade lie a host of biofeedback systems intended to monitor the wearer's health and combat performance. Micro-servos maximize damage done in close-quarters combat, while a beefed-up power cell feeds energy into weapons systems to increase projectile velocity. Befitting gear originally designed for a full-contact sport, a sophisticated shield system also offers the wearer solid protection from incoming attacks.



Boot up the Amalur demo to unlock the Reckoning armor.

Rosenkov Materials Gauntlets



Overview

Rosenkov Materials Gauntlets are a piece of Body Armor that can be found or purchased in the game.

They feature plating with microcomputers feeding into main armor telemetry systems.

They can be purchased from Kassa Fabrication.

They offer a combat bonus of Power Recharge Speed +10%.

Terminus Armor



Overview

Terminus Armor is a full Body Armor that can be purchased in the game.

It is environmentally sealed with an independent air supply for use in space and extreme planetary conditions. Its onboard microframe computer runs a suite of battle management software. To prevent detection by passive thermal sensors, body heat is channeled to the base of the feet and dispersed into the ground. (**source: in-game text**)

The armor can be purchased from Batarian State Arms.

Combat Bonuses

- Melee Damage +15%
- Ammo Capacity +15%
- Shields +30%

Assault Rifles



Assault Rifles are available to all classes initially (as opposed to Mass Effect 2) due to the new system in place allowing you use any gun you want straight away, but sometimes with a penalty depending on which class you are (Soldiers being the only class able to hold every weapon type at once). These weapons are designed for multiple situations. They are great for up-close use, medium range, and even long range depending on the situation. These weapons have an extremely high rate of fire, effective for dispatching enemies quickly. Short bursts of shots are most accurate when using this weapon, due to high recoil. This is a great weapon for all classes, especially biotic or tech based characters.

Known Weapons of Type

Below is a list of the Assault Rifles that are in Mass Effect 3.

- Chakram Launcher (DLC)
- Collector Assault Rifle (DLC)
- Geth Assault Rifle
- M-8 Avenger
- M-15 Vindicator
- M-37 Falcon
- M-55 Argus (DLC)
- M-76 Revenant
- M-96 Mattock
- M-99 Saber
- N7 Valkyrie (DLC)
- Particle Rifle (DLC)
- Phaeston

Chakram Launcher

On January 11, 2011, EA announced a crossover between Kingdoms of Amalur: Reckoning and Mass Effect 3. Playing the demo for Kingdoms of Amalur will unlock two Reckoning-inspired in-game items in Mass Effect 3, while playing the Mass Effect 3 demo will unlock armor and a weapon in Kingdoms of Amalur.

Playing the demo of **Kingdoms of Amalur** will lead to a Chakram Launcher weapon in Mass Effect 3. EA says the launcher "uses a fabricator to manufacture lightweight, explosive ammunition discs."

Chakram Launcher is known be an assault rifle.



Collector Assault Rifle



The Dark Horse-published Art of the Mass Effect 3 Universe book includes in-game bonuses. Readers will earn themselves a DLC code for the **Collector Assault Rifle**, which also came as a bonus in the Mass Effect 2 Collector's Edition. You can only score this PC- and Xbox 360-exclusive weapon (and other unspecified content) by pre-ordering The Art of the Mass Effect Universe from Barnes & Noble before February 20, 2012.



Geth Pulse Rifle

Geth Pulse Rifle

The Geth Pulse Rifle is an assault rifle found in Mass Effect 2. This geth weapon fires a rapid stream of high-energy phasic slugs. Very effective against shields and biotic barriers; moderately effective against armor. It can be found only during a near a disabled Geth towards the end of Tali's



recruitment mission on Hardcore or Insanity difficulty.



M-8 Avenger

M-8 Avenger



The **M-8 Avenger Assault Rifle** is the first assault rifle you will acquire in Mass Effect 3. The Avenger is accurate when fired in short bursts, and deadly when fired on full auto. This weapon is effective against armor, shields, and biotic barriers.

The Avenger is a common, versatile, military-grade assault rifle manufactured by the Elkoss Combine. The modular design and inexpensive components of the Avenger make it a favorite of military groups and mercenaries alike. The rifle has a reputation for being tough, reliable, easy to use, and easy to upgrade.

M-15 Vindicator

The **M-15 Vindicator Battle Rifle** is an assault rifle you can acquire in Mass Effect 2. The Vindicator is accurate when fired in short bursts, and deadly when fired on full auto. This weapon is effective against armor, shields, and biotic barriers. In comparison with the M-8 Avenger, the Vindicator is more powerful and more accurate. However it also has more recoil, fewer shots per clip and fewer spare ammo.



M-37 Falcon

This Alliance rifle launches 25mm mini-grenades. Lighter and more accurate than most grenade launchers, the Falcon burns through specialized ammunition as well as standard thermal clips. A field fabrication kit generates this ammunition, leaving the clips as the rifle's only limitation.



M-55 Argus



The M-55 Argus Assault Rifle is downloadable content available as an incentive bonus for people who pre-order Mass Effect 3.

The high-powered M-55 Argus Assault Rifle is an excellent close-range weapon, and its bursts of fire conserve ammunition during lengthy conflicts. Others across the galaxy are adopting the Argus as their standard rifle, for both its intimidation factor and suppression power. It is a modified M-96 Mattock.

Click this link to see the video

<http://www.ign.com/videos/2012/01/04/mass-effect-3-m55-argus-rifle>

M-76 Revenant

The M-76 Revenant is acquired in Mass Effect 2 by being a Soldier and selecting the upgraded assault rifle option on the collector ship mission. No squadmates are able to use it.



M-96 Mattock

M-96 Mattock

The **M-96 Mattock** is an assault rifle first made available in the Mass Effect 2 Firepower Pack DLC. The Mattock is a semi-automatic hybrid weapon with an assault rifle's low heat production coupled with a sniper rifle's punch. Though it does not have a sniper rifle's scope, marksmen favor its increased power over that of an assault rifle to bring down hardened targets. Its lack of full auto setting is advertised as a feature rather than a shortcoming since it curbs a soldier's tendency to spray inaccurate fire under stress.



	Type: Assault Rifle
	Accuracy: High
	Recoil: Moderate
	Fire Mode: Semi-Auto
	Fire Rate: 750 RPM
	Reload Time: 1.5 s
	Damage Stats
	Base Damage: 50.4
Damage Multipliers	Armor: x1.3
	Shields: x1.2
	Barriers: x1.2
	Ammunition Stats
	Shots Per Clip: 16
	Default: 64

M-99 Saber



A heavy-duty semi-automatic rifle favored by only the most elite marksman, the M-99 Saber is jokingly referred to as "The Big Iron" for its sheer stopping power. Each M-99 Saber is designed specifically for its owner, making it one of the Alliance's more expensive weapons.

Particle Rifle

Part of a DLC named From Ashes, in the description at Gamestop the particle rifle is a precision beam of continuous deadly energy, but that is all that is known about it.

After the Reapers obliterated the Prothean Empire's warships, the Prothean resistance was forced to develop weapons that did not rely on intact supply lines. The Prothean Particle Rifle is a stripped-down, powerful assault rifle modified to fire without thermal clips or specialized ammunition. Alliance scientists agree that it appears to share some principles with the Collectors' particle beam weapon, although this gun requires a temporary cool-down period if it overheats. An amalgam of two different eras of technology, the particle rifle is still a deadly, efficient weapon.

Phaeston

Overview

The **Phaeston** is an Assault Rifle that can be purchased in the game, from the Cipritine Armory shop.

Note that even though the in-game text describes the weapon as a "machine gun", it is classified in your weapon loadout as an assault rifle, and takes assault rifle mods.

Named after a Turian spirit of creation, the Phaeston was engineered to provide the best possible balance between accuracy and firepower in a machine gun. Each shot is tempered by kickback dampeners inside the shoulder stock, which lets the Phaeston pack more punch than other weapons its size without sacrificing precision. Its fully automatic fire and relatively light weight has turned the Phaeston into the Turian infantry's primary go-to weapon.

Not including DLC, this is possibly one of the best assault rifles in the game. It has a high magazine capacity (base level is around 50), and Shepard carries something like 350 additional rounds for it, again at the base level with no mods or upgrades. The Phaeston's recoil is not bad, but the recoil dampener mod does improve accuracy and makes the weapon a little easier to handle. Fully automatic fire can keep Shepard alive when the fighting gets fierce and up-close, but holding the rifle on target during such circumstances is challenging even with modifications: controlled burst fire is recommended most of the time. The Phaeston's stopping power combined with its ammo capacity is such that, with a few mods, upgrades, and evasive maneuvers on Shepard's part, it can be used to put down the toughest opponents in the game.



N7 Valkyrie



The N7 Valkyrie Rifle is downloadable content available as an incentive bonus for people who pre-order Mass Effect 3 at GameStop (in the US).

After the carnage of the Battle of the Citadel, Alliance officers commissioned a new rifle for their ground forces. A variation of the popular M-8 Avenger design, the Valkyrie is now standard issue for new recruits. Exceptionally well-crafted, accurate, and packing ample firepower, the rifle is a hot black-market item on the rare occasion it surfaces.

Ammo Bonus

Ammo Bonus

Ammo Bonuses give the player's weapons various ammo types, all of which are extremely useful in their own way.

Below are the types of **Ammo Bonuses** available in Mass Effect 3.

- Incendiary Rounds
- Warp Rounds
- Armor Piercing Rounds
- Disruptor Rounds

Armor Bonus

Armor Bonus

Armor Bonuses provide buffs for the player's character as opposed to Weapon and Ammo Bonuses which provide buffs for the player's weapons. Armor Bonuses can do anything from increasing movement speed to increasing shield power.

Below are the types of **Armor Bonuses** available in Mass Effect 3.

- Adrenaline Module
- Cyclonic Modulator
- Power Amplifier Module
- Power Efficiency Module

Weapon Bonus

Weapon Bonus

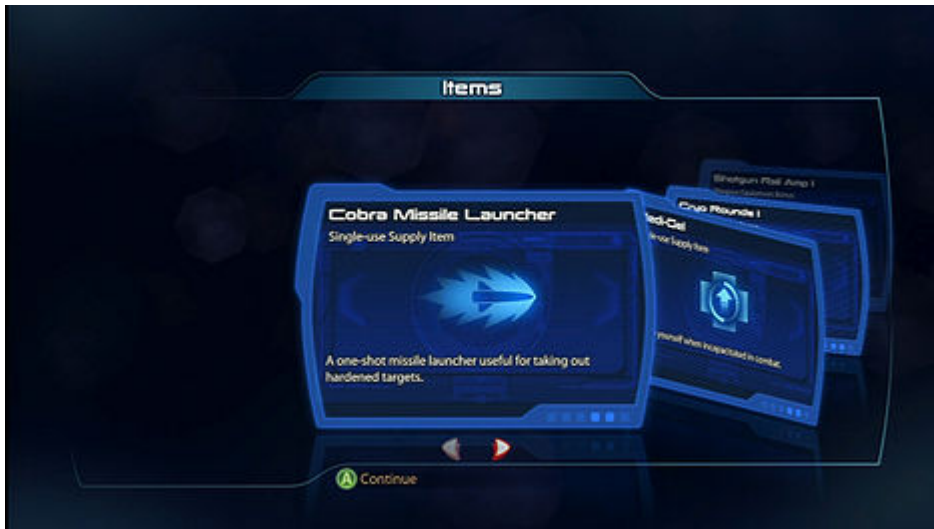
Weapon Bonuses provide buffs, like increased damage, to the various weapons the player can equip.

Below are the types of **Weapon Bonuses** available in Mass Effect 3.

- Pistol Rail Amp
- SMG Rail Amp
- Shotgun Rail Amp
- Assault Rifle Rail Amp
- Sniper Rifle Rail Amp

Cobra Missile Launcher

The **Cobra Missile Launcher** is a single-use supply item. It is a one-shot missile launcher useful for taking out hardened targets. In the demo's multiplayer it can be used to take out an Atlas Mech with one round.



Medi-Gel



Medi-Gel

Medi-gel is a common medicinal salve used by paramedics, EMTs, and military personnel. It combines several useful applications: a local anesthetic, disinfectant, and clotting agent all in one. Once applied, the gel is designed to grip tight to flesh until subjected to a frequency of ultrasound. It is sealable against liquids -- most notably blood -- as well as contaminants and gases. Medi-gel is necessary to use the Unity ability.

The gel is genetically-engineered bioplasm created by the Sirta Foundation, a medical technology megacorp based on Earth. Technically, medi-gel violates Council laws against genetic engineering, but so far, it has proved far too useful to ban.

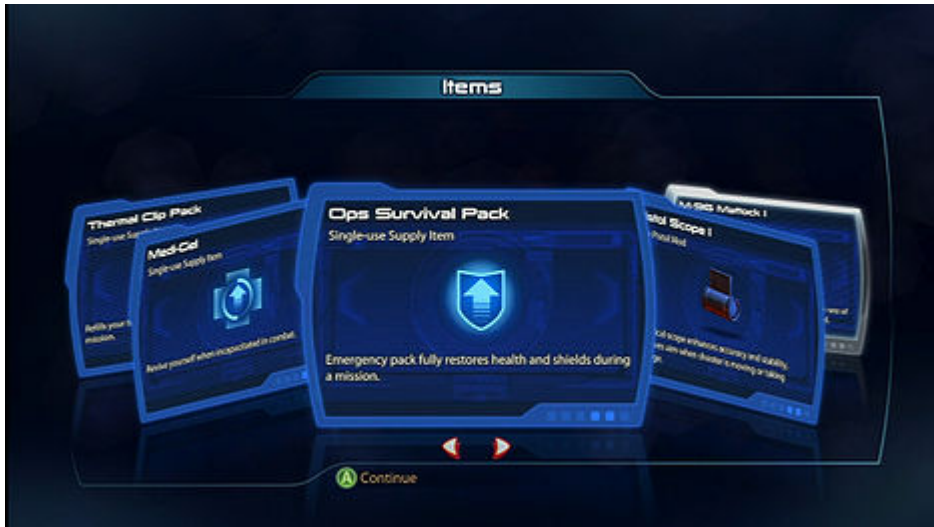
Multiplayer

In multiplayer medi-gel is a single use supply item. It can be used to revive yourself when incapacitated in combat.



Ops Survival Pack

The **Ops Survival Pack** is a Single-use Supply Item. This Emergency pack fully restores health and shields during a mission.



Thermal Clip Pack

The **Thermal Clip Pack** is a single-use supply item. It refills your thermal clips and grenade supply during a mission.



Explosives

Explosives in Mass Effect 3 include many small arms types of weapons. They mainly include grenades and mines. There are different types of grenades to be used in Mass Effect 3, each of which have their own capabilities. The same goes for mines; each mine has a specific strategic use by Commander Shepard and Squad Members.



Grenades



Grenades are a key part of Mass Effect 3. see that squad of cerberus troops? toss out a grenade and observe the results. Grenades are hand-tossed explosives that detonate after a period of time or on impact when hitting a hostile. They are very effective against organic and synthetic enemies. In Mass Effect 1 the grenade used by Commander Shepard were upgradable in the first game, in which the player could modify the grenade to make it more powerful and damaging, or even use it as a flashbang. in mass effect 3 the grenades cannot be upgraded yet they have multiple types of these handheld explosives, cluster grenades, levitation grenades, frag grenades and more.

grenades play an important part of mass effect 3 and being able to direct your squads grenades.

Mines

Mines are going to be usable in Mass Effect 3. It is known that squad members from Mass Effect 1 were able to use different types of mines for a strategic advantage. These mines included a sabotage mine, overload mine, and a damping mine (all seen below).



The **sabotage mine** will be used to explode upon contact causing the enemy's weapon to overheat and burn them for a certain amount of damage. This will render them unable to fire their weapons.

The **overload mine** will be used to explode upon contact causing enemies to lose their shields or barriers, making them more vulnerable to attack and damage.

The **damping mine** will be used to explode upon contact causing enemies to lose their tech and biotic barriers and abilities for a given amount of time. They will not be able to use any of their tech or Biotic powers for a given amount of time after coming in contact with this type of mine.

Heavy Pistols



Heavy Pistols are weapons that are available to all classes. They are great for taking out enemies at mid-to-long range distances and very effective against armor, but ineffective against shields and barriers. Switching to the pistol can come in handy during many combat situations if your primary weapon is out of ammo or overheated.

Known Weapons of Type

Below is a list of the heavy pistols that are in Mass Effect 3.

- Arc Pistol
- M-3 Predator
- M-5 Phalanx
- M-6 Carnifex
- M-77 Paladin
- M-358 Talon
- N7 Eagle (DLC)
- Scorpion

Arc Pistol

An innovation of Admiral Daro'Xen, the Arc Pistol is a scaled-down Arc Projector that only requires thermal clips, to solve its power problems. The Arc Pistol uses a nonvisible laser to ionize the air and create a path for a high-ampere electric shock. For a more damaging blast, it can be charged up.



M-3 Predator



The **M-3 Predator** was the starting and default weapon in the original Mass Effect and Mass Effect 2. It serves as the starting and default weapon for Mass Effect 3 as well. It is moderately accurate, has a lot of recoil, deals extra damage to armor and is weak against shields and biotic barriers.

M-5 Phalanx



The **M-5 Phalanx** is a heavy pistol featured in Mass Effect 3. As with all Heavy Pistols, it deals 1.5x damage to Armor.

M-6 Carnifex



The **M-6 Carnifex** is a heavy pistol in Mass Effect 2. It is given to you by Mordin Solus when you meet him on Omega claiming that he took it from a dead Blue Suns mercenary. Even though the weapon has much higher damage than the M-3 Predator, it has half of its ammo capacity.

M-77 Paladin

M-77 Paladin

The M-77 Paladin is a new Heavy Pistol found in Mass Effect 3. The Paladin is a reliable, durable weapon developed by law enforcement looking for a high-powered but easily concealed sidearm for undercover agents. Surprisingly small for its hitting power, the Paladin is a variant on the Carnifex pistol. While it has a smaller clip than the Carnifex, its shots are unquestionably more powerful.



M-358 Talon

The Talon is a close-range pistol favored by Cerberus Guardians. Firing heavy-gauge shotgun pellets, it delivers massive trauma to unarmored targets. Its waste heat is sufficiently excessive that it carries six separate ammunition blocks, rotating like a twentieth-century revolver to prevent shaver jam or misfire due to premature melting of the shot.



N7 Eagle

The N7 Eagle is included in the N7 Arsenal Pack as a bonus item for players who order the Collector's Edition of Mass Effect 3. It has a rapid fire and is fairly effective against both shields and armour



Scorpion

Originally issued to the salarian STG to allow small units to contain much larger enemy forces, the Scorpion pistol now sees service galaxy-wide. It fires low-velocity, squash-head projectiles with a dual use. The high-explosive filler within the projectiles contains an adhesive that secures the projectile to the target on impact. When fired into a surface, it turns into a proximity mine.



Heavy Weapons



Heavy Weapons are available only in certain missions in Mass Effect 3. They can be found on the battlefield on some missions, unlike mass effect 2, heavy weapons cannot be stored or customized, this can be highly annoying to those who love using the flamethrower or the geth machine gun. Heavy weapons include: missile launchers, grenade launchers, particle beams, flamethrowers, lightning, and cryo (freezing) guns. These weapons dish out huge amounts of damage. They are effective on groups of enemies or taking down high health/armored enemies (eg: sovein class reaper).

Geth Spitfire

Geth spitfire

The Geth spitfire makes a very brief appearance in mass effect 3 during the Rannoch mission. after opening the blast doors for the orbital strike, shepard takes a lift to the top floor to get a good position to call in the strike. upon entering the room you will see a Geth prime, apparently unaware of your presence. there are in fact 3 primes in the room, all of which will attack you when you enter. dotted around the room are a few Geth spitfires.

When fired, they act like a minigun, the end barrels spinning rapidly and emitting a high pitched noise, similar to that of a Geth plasma rifle. holding around 250 shots, it spits these out **very** quickly. each shot is relatively weak, but if fired constantly it will destroy the primes in a matter of seconds. appearance wise, it is almost identical to the sync laser, except it has multiple barrels instead of one.

M-451 Firestorm



flamethrower found only in the "rannoch" mission, placed conveniently on the path to the end of the mission, useful at destroying the "webs" blocking your path. there is a lot of ammo so dont be afraid to use it

M-560 Hydra

found in the mission when launching the missiles on earth against a reaper, powerful weapon that launches multiple homing missiles that will kill most enemies in one hit, my suggestion is to save it for when you have to face the wave of brute's or banshee's

M-920 Cain

M-920 Cain

The M-920 is a heavy weapon from Mass Effect 2 and Mass Effect 3. The  weapon is highly accurate and inflicts up to 10,000 damage which makes it an instant kill every time. The final boss in Mass Effect 2 is the only enemy you cannot kill instantly with this weapon but it still only takes two.  It could be obtained in Mass Effect 2 by getting three heavy weapon upgrades at the Normandy's Research station and cost 25,000 Iridium.

While in Mass Effect 3 the weapon was only able to be used in Priority: Earth 1 while taking down the Hades Cannon. Although there is an extra M-920 although both only have one missile in them.

Omni-Blade

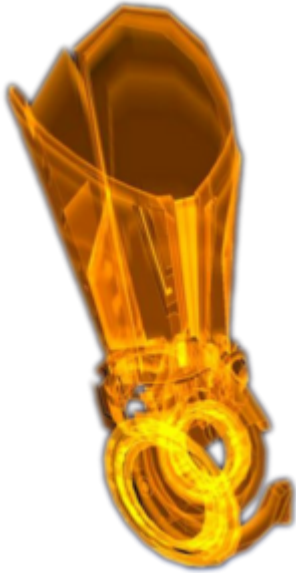


The **Omni-Blade** (Shown right on Shepard's left arm) is an omni tool highlighted by an orange glow. Like other omni-tools, the omni-blade is a hologram projected over most characters arm. It is similar to other omni-tools, however, the omni-blade can be used to attack enemies. When in close combat you will be able to pierce through enemy armor and deal a large amount of damage, if not taking them down in a single blow.

The omni-blade has different animations when used by different classes such as a stabbing motion for Soldier class to a double swipe for Sentinel class.

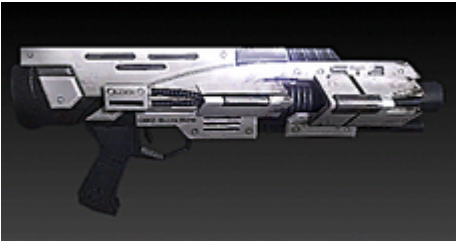
Omni-Tools

Omni-Tools



Omni-Tools are holographic tools that appear over the character's arm. Omni-Tools have multiple uses in Mass Effect. They can help with a variety of combat tasks, such as hacking, decryption, and repairing. Omni-Tools are handheld devices used to analyze equipment, including weapons and armor. The Omni-Tool is also used to distribute medigel and stimulants. All standard classes use Omni-Tools as well as Tali, Garrus, Liara, and several others. Omni-Tools may be upgraded throughout your missions.

Shotguns



Shotguns are available to the Soldier and Vanguard classes. Shotguns are mainly used for close ranged combat, given the nature of their mechanics. Shotguns unleash havoc on targets in close proximity. However, shotguns overheat quickly and should not be used carelessly.

Known Weapons of Type

Below is a list of the Shotguns that are in Mass Effect 3.

- AT12 Raider Shotgun (DLC)
- Disciple
- Geth Plasma Shotgun
- Graal Spike Thrower
- M-11 Wraith
- M-22 Eviscerator
- M-23 Katana
- M-27 Scimitar
- M-300 Claymore
- N7 Crusader (DLC)

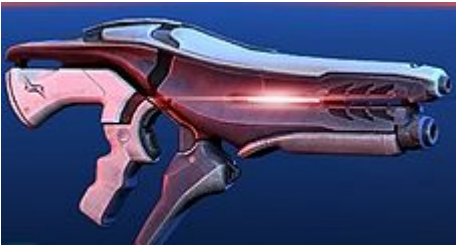
AT12 Raider Shotgun



The **AT12 Raider Shotgun** is downloadable content available as an incentive bonus for people who pre-order Mass Effect 3 on Origin. The AT-12 Raider Shotgun fires a large pellet spread, ensuring maximum coverage for close-range targets. Designed for superior rapid fire, the AT-12 allows for optimal recovery time between shots

Disciple

Originally handcrafted for the exclusive use of justicars, the Disciple Shotgun's schematics were finally released to asari commandos after centuries of negotiation. The Disciple uses shells packed with microscale submunitions to deal staggering amounts of damage. Even shielded enemies are stunned by the force of a blast from this weapon.



Geth Plasma Shotgun

This three-barrelled geth weapon fires miniature but potent cluster rounds of superconducting projectiles and has a longer range than standard shotguns. A two-stage trigger system allows for either quick fire-capacitors or a charge-and-release attack to electrify the projectiles as they exit the weapon. As the rounds hit the target, they fragment and electricity arcs between the pieces, flash-converting the air to conductive plasma. The resulting impact, heat, and electrical charge overloads shields and barriers and causes massive trauma to unarmored targets.



Graal Spike Thrower

The Graal is one of a long line of krogan weapons used to hunt thresher maws. Its ammunition consists of oversized flechettes meant to pierce thresher hide and create deep wound channels leading to massive blood loss. For additional firepower, the weapon is double-barreled, and, as a last resort, possesses blades to cause internal injuries if the wielder is swallowed by the thresher. Using a Graal on a humanoid target has predictably grisly effects. Its shots can be charged for more damage.



M-11 Wraith

The Wraith is favored among mercenaries, pirates, and slavers in the Terminus systems. Its high-impact damage and sturdy construction make it a popular "quick-draw" shotgun. A variant of the M-22 Eviscerator, demand for the Wraith is higher than ever, even though the weapon is banned in Citadel space. In order to lighten its weight, the Wraith holds fewer shots than the Eviscerator.



M-22 Eviscerator

Overview

The **M-22 Eviscerator** is one of the Shotguns that can be found or purchased in the game.

Also known as the Lieberschaft 2180 shotgun, it is of human civilian design and has a unique ammunition generator. Where most modern firearms shave off chips or pellets from an ammunition block, the M-22 shaves off serrated metal edges designed to fly aerodynamically. This dramatically improves its armor-piercing capabilities, and its tight grouping ensures lethality at longer ranges than standard shotguns. This design violates several intergalactic weapons treaties, so the M-22 is not distributed to militaries.

The weapon can be purchased from Batarian State Arms.



M-23 Katana



The **M-23 Katana** is the basic standard shotgun in Mass Effect 3. It is the default one you have and is very efficient against shields and barriers. Like most shotguns, it is not good at long ranges.

M-27 Scimitar



The **M-27 Scimitar** is a shotgun in Mass Effect 3.

M-300 Claymore

The M-300 Claymore Heavy Shotgun is a shotgun in Mass Effect 2 and Mass Effect 3. The Claymore used to be a hard-hitting but poor-selling shotgun due to kickback problems snapping the arms of anyone but krogan firing the weapon. After a rehaul of its kinetic dampening system, the Claymore is being rolled out again. As a way to lure back customers, the gun's manufacturer has lowered the shotgun's selling price without skimping on its stopping-power.



N7 Crusader

The N7 Crusader is included in the N7 Arsenal Pack as a bonus item for players who order the Collector's Edition of Mass Effect 3.



Sniper Rifles



Sniper Rifles are available to Soldier and Infiltrator classes. Sniper rifles are great for scouting areas or taking out distant targets quickly and with precision. The sniper rifle usually only has a few rounds in a single magazine. The sniper rifle quickly overheats, therefore it is important to make sure you are lining up every shot accurately. These weapons deal massive amounts of damage and can kill most weak enemies in one shot. You should not use these at close range, as you risk being overwhelmed quickly.

Known Weapons of Type

Below is a list of the Sniper Rifles that are in Mass Effect 3.

- Black Widow
- Javelin
- M-13 Raptor
- M-29 Incisor [link?]
- M-90 Indra (DLC)
- M-92 Mantis
- M-97 Viper
- M-98 Widow
- N7 Valiant (DLC)

Black Widow

The Alliance wanted to reduce the reload time of the original Widow rifle, without sacrificing its stopping power. The solution was to increase the number of shots the gun could fire before it needed a fresh thermal clip. Heavy for a sniper rifle, the Black Widow's firepower more than compensates for its encumbrance.



Can be bought from Spectre Requisitions on Citadel, cost: 250000 credits. Holds three shots per thermal clip, allowing for very rapid shooting before being required to replace clips. Carries approximately seven thermal clips without mods or ammo-capacity boosting armor.

The damage on the Black Widow is slightly lower than that of the M-92 Mantis; however, the Black Widow is capable of killing two enemies simultaneously with one shot if a double headshot is properly aligned.

Due to its ability to fire quickly and its large ammo capacity, this might be the best choice of primary weapon for an Infiltrator. If modded with the Sniper Concentration upgrade, the time slow-down when scoping is quite large. Combined with the Infiltrator's innate time dilation when scoped in, it allows for easy kills in quick succession while allowing the Infiltrator to duck back into cover quickly enough to not take much (if any) damage.

Javelin

Called the Javelin by Alliance marines, this geth weapon holds a reservoir of ferrofluid, magnetically drawn into the firing chamber and expelled at lethal speeds. Like a high-pressure water jet, the ferrofluid cuts through nearly anything it hits with so much heat that it resembles a beam of light, causing terrible wounds.



This weapon can be found while completing the mission Rannoch: Admiral Koris, lying on the ground slightly before you enter the Geth base. Its scope differs from regular snipers in that it (without any mods) displays X-Ray-like silhouettes of enemies, even through walls. It has a slight delay of approximately half a second when shooting, but can shoot through any form of cover as long as the silhouette of the enemy is visible. This, coupled with its very high damage, allows easy headshots regardless of cover.

It fires one shot per thermal clip and the Javelin I seems to carry ten thermal clips without any mods. It is also one of the heaviest sniper rifles, along with the Black Widow and M-98 Widow.

M-13 Raptor

Overview

The **M-13 Raptor** is a Sniper Rifle that can be found or purchased in the game.

It is a Human version of a Turian weapon developed for conflict on the low-gravity world Amar. Fighting at longer ranges than expected, the turians optimized a low-recoil, semi-automatic rifle with a scope, and issued it to their regular infantry, creating a hybrid weapon that was half-assault rifle and half-sniper weapon. Cerberus assigns the Raptor to Nemesis Snipers.

The Raptor can be purchased from Batarian State Arms.



M-29 Incisor

Overview

The **M-29 Incisor** is a 3-round-burst sniper rifle that was also found in Mass Effect 2 (obtained through Digital Deluxe Editions of Mass Effect 2 - PC only; Aegis Pack DLC - PC/360 or N7 Complete Arsenal Bundle - PS3)

The Incisor is one of a new wave of military and police sniper rifles designed to overload active defenses such as shields. Firing three shots with each pull of the trigger, the Incisor's burst is so fast that all three rounds will be in the target by the time the barrel has moved a millimeter, increasing its stopping power without sacrificing accuracy. As an added benefit, the noise of the burst is comparable to a single rifle shot in duration, making it no easier to locate the sniper by sound.

This rifle can be purchased from Kassa Fabrications.

Can be found during the Tachunka: Bomb side mission. After defeating the first wave of enemies when you land, you can find the M-29 Incisor past the shield generators, on the ground to your left while walking up the ramp.



M-90 Indra

M-90 Indra

The M-90 Indra is a new Sniper Rifle found in Mass Effect 3. Nothing is currently known about it other than it is heavier than the M-97 Viper. It can be seen in Build a Customizable Arsenal Trailer.



M-92 Mantis



The **M-92 Mantis** is a powerful sniper rifle able to take out most targets in a single shot. It's incredibly accurate at long range, but rate of fire is slow. Manufactured by Devlon Industries, the Mantis is primarily used by police and planetary militia groups.

M-97 Viper

M-97 Viper

The **M-97 Viper** is a sniper rifle in Mass Effect 2. It can be found in Thane's recruitment mission near the service elevator that takes you to the bridge. The rifle is in a dead-end corridor, to the right of the elevator, when your back is against its door. If missed, it can be also acquired later in the same mission, next to the Comm Terminal just before going to the roof. If the weapon is not picked up at any of these locations, it will be awarded at the end of the mission. The Viper is an semi-automatic sniper rifle that's accurate at long range with low recoil, but has a lower base damage. This weapon, like most sniper rifles, is more effective against armor than against shields and biotic barriers. This weapon can be seen in Build a Customizable Arsenal Trailer.

M-98 Widow

The M-98 Widow is a sniper rifle introduced in Mass Effect 2. It is acquired by selecting it if Shepard is a Soldier or Infiltrator. Only Shepard and/or Legion are able to use it. Weighing in at 39 kilograms, the Widow Anti-Material Rifle is primarily used by sniper teams in assault missions against armored vehicles or krogan. While kinetic barriers offer effective protection on vehicles, the kind generated by conventional military field generators are far too weak against the Widow. The Widow was never designed to be carried and fired by a human. Although this modified model can be carried, no ordinary human could fire it without shattering an arm.



Found on Thessia during main quest, about halfway through the mission. Its weight is identical to that of the Javelin and Black Widow. It does the highest damage of all the sniper rifles.

Its other properties are very similar to the Black Widow, except the M-98 Widow can only fire one shot per thermal clip; like the Black Widow, it is also capable of double kills. Due to the relatively late acquisition of this rifle, coupled with the fact that the Javelin (acquired slightly earlier) almost matches it for damage while also being able to fire through cover, this rifle is a relatively poor choice for a primary weapon.

N7 Valiant

The N7 Valiant is included in the N7 Arsenal Pack as a bonus item for players who order the N7 Collector's Edition of Mass Effect 3.



Submachine Guns



Submachine Guns, or SMGs, are available to all classes in Mass Effect. Submachine guns are great for taking out enemies quickly due to their large clip size and high rate of fire. They also reload relatively quickly. Sub-machine guns deal bonus damage to shields and biotic barriers, but are weak against armored targets. They are moderately accurate and great for using during close-quarters to mid-ranged combat situations.

Known Weapons of Type

Below is a list of the Submachine Guns that are in Mass Effect 3.

- M-4 Shuriken
- M-9 Tempest
- M-12 Locust
- M-25 Hornet
- N7 Hurricane (DLC)

Geth Plasma SMG



Basic Information

The **Geth Plasma SMG** is a multiplayer weapon first available in Mass Effect 3. Only available after downloading the Resurgence Pack, it is randomly allotted in an item cache.

Similar to the **Geth Spitfire** heavy weapon, the Plasma SMG fires supercharged ammunition that plasters the target with hot plasma. Holding the fire button continuously will increase your rate of fire, which will in turn deplete your clip just as rapidly. The result is a small firearm that can turn a Geth trooper into a pile of spuddering goo in a matter of seconds.

Stats

Without any upgrades, the SMG has:

Weight	Low
Capacity	Very High
Rate of Fire	Very High
Damage	Low
Accuracy	Medium
Clip Size	100
Reserve ammunition	600

Tips on Using

Headshots are advisable because of the SMG's better than usual accuracy and ability to spit out unbroken fire. It is more accurate than most SMGs and even a few assault rifles.

It is not advisable to equip this weapon if your character uses fast-recharge powers. Every time you stop to use an ability, the SMG needs to warm up to full fire rate. This short period of time will leave you open to attack.

Using the SMG magazine and heat sink mods will greatly increase your ammo capacity. This will also improve the time you can fire within each magazine. Gone are the days of constantly looking for an ammo crate during a heated battle.

This SMG is slightly better against armor than other weapons in its class. While other firearms are better tasked for the job, the Geth Plasma SMG is an adequate substitute if another gun is not available.

M-4 Shuriken



The **M-4 Shuriken Machine Pistol** is the first Submachine Gun you will acquire in Mass Effect 2. It fires 3-round-burst instead of fully automatic. It is 1.5 times as effective against shields and barriers.

M-9 Tempest



The **M-9 Tempest** is a Submachine Gun that was first introduced in Mass Effect 2.

Produced by Elanus Risk Control Services for the Eclipse mercenary band, the Tempest is an expensive but deadly addition to anyone's personal arsenal. This fully automatic submachine gun is punishing up close, but becomes less accurate at long range. (**source: in-game text**)

It can be found on a deceased Quarian when you are trying to recruit Tali. It can also be purchased from Kassa Fabrication.

It is 1.5 times as effective against shields and barriers.

M-12 Locust



The **M-12 Locust** is a powerful Submachine gun in Mass Effect 2. It can be acquired in Kasumi's loyalty mission when you get the chance to go into the vault. It does 1.25 times damage to shields and barriers and is also very accurate.

The Locust is found in the Horizon mission.

M-25 Hornet

The M-25 Hornet is a long-range submachine gun created by Cerberus. It is standard issue for Cerberus troops, who are trained to handle the recoil from the gun's three-round bursts. Cerberus designed the Hornet to conserve ammunition and provide cover-fire during prolonged conflicts.



N7 Hurricane

The N7 Hurricane is included in the N7 Arsenal Pack as a bonus item for players who order the Collector's Edition of Mass Effect 3. Although it does have lower accuracy, the Alliance feels the gun's rapid firing rate offers excellent suppressive fire.



Weapon Modifications

Weapon Modifications have been reintroduced in Mass Effect 3. Weapon Modifications were first introduced to the Mass Effect trilogy in the original Mass Effect game, however they were left out of Mass Effect 2.

Weapon modifications allow players to choose Commander Shepard's and his/her squad member's weapon specifications. You can modify and customize your weapon by making changes to the barrels, scopes, and materials of the weapon. This will affect how your weapon functions, performs, and how they may appear on screen. *Note: If multiple copies of the same Weapon Mod are unlocked in multiplayer it is ranked up.*

In the original Mass Effect, players were able to upgrade all types of weapons including pistols, assault rifles, shotguns, sniper rifles, and grenades. It is not yet known if any other weapons, such as heavy weapons, omni-blades, or omni-tools will be upgradeable. Some possible upgrades may enhance weapon damage, scope sights, accuracy, kickback, ammo type, weapon cooling, and improvements in firing speed.

Weapon Bench

You can find a permanent Weapon Bench to equip Weapon Modifications in the Shuttle Bay of the Normandy.

Other Weapon Benches can be found in certain Missions like Priority: Palaven (in the Turian camp).

Weapon Modifications

- Heavy Pistol Upgrades
- Submachine Gun Upgrades
- Assault Rifle Upgrades
- Shotgun Upgrades
- Sniper Rifle Upgrades



Assault Rifle Upgrades

There are several different **upgrades** for the Assault Rifle weapon-type in Mass Effect 3. Below is a list of some of these upgrades.

- Assault Rifle Extended Barrel
- Assault Rifle Magazine Upgrade
- Assault Rifle Piercing Mod
- Assault Rifle Precision Scope
- Assault Rifle Stability Damper

Heavy Pistol Upgrades

There are several different **upgrades** for the heavy pistol weapon-type in Mass Effect 3. Below is a list of some of these upgrades.

- Pistol High-Caliber Barrel
- Pistol Magazine Upgrade
- Pistol Melee Stunner
- Pistol Piercing Mod
- Pistol Scope

Shotgun Upgrades

There are several different **upgrades** for the shotgun weapon-type in Mass Effect 3. Below is a list of some of these upgrades.

- Shotgun Blade Attachment
- Shotgun High Caliber Barrel
- Shotgun Shredder Module
- Shotgun Smart Choke
- Shotgun Spare Thermal Clip

Sniper Rifle Upgrades

There are several different **upgrades** for the sniper rifle weapon-type in Mass Effect 3. Below is a list of some of these upgrades.

- Sniper Rifle Extended Barrel
- Sniper Rifle Piercing Mod
- Sniper Rifle Concentration Mod
- Sniper Rifle Enhanced Scope
- Sniper Rifle Spare Thermal Clip

Submachine Gun Upgrades

Overview

Submachine Gun Upgrades are Weapon Modifications that can be found or purchased throughout the game and improve upon various aspects of the Submachine Guns' performance and capacity.

Upgrade Types

- SMG Heat Sink
- SMG High Caliber Barrel
- SMG Magazine Upgrade
- SMG Scope
- SMG Ultralight Materials

Collectibles

You can collect several minor items in Mass Effect 3. Here are the Collectibles you can scour the galaxy for:

Fish

Fish can be purchased for the Fish Tank in the Captain's Quarters. These will die if not fed between missions (as in ME2). However in ME3, Shepherd can purchase an aquarium at the Citadel which automatically feeds the fish preventing death. Fish are also carried over on imports of the same character.

Models

Models can be purchased or found for the display case in the Captain's Quarters. In ME3 ships from the model case in ME2 are found scattered through the ship on decks 2-5 they are out side the door to the war room, in the area Jack occupied in ME2 down the stairs in Engineering and in some creates on the left side of the shuttle bay. All models found and purchased are carried over on Imported ME3 saves.

Fish

Overview

Fish can be purchased for the Fish Tank in the Captain's Quarters.

If a Mass Effect 2 save has been imported, [[Kelly Chambers]] will return Shepard's ME2 fish once she's been spoken to in the [[Docks: Holding Area]] of the [[Citadel]].

List of Fish

- Illium Skald Fish
- Koi Fish
- Prejek Paddlefish (Includes Special Bonus!)
- Striped Dartfish
- Thessian Sunfish

Illium Skald Fish



Overview

Illium Skald Fish are large spined Fish common to the lakes of Illium.

They can be purchased from Kanala Exports.

Koi Fish



Overview

Koi Fish, a prized decorative carp native to Earth, are a type of Fish.

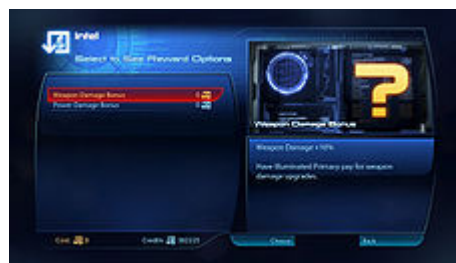
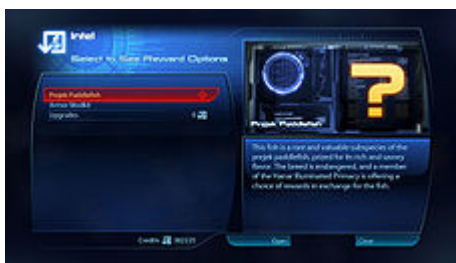
They can be purchased from Kanala Exports.

Prejek Paddlefish

The **Prejek Paddlefish** must be imported (alive) from a completed Mass Effect 2 save.

Prejek Paddlefish Intel Bonus

If you import a save from Mass Effect 2 with a live Prejek Paddlefish, take care of it carefully! Keep it alive through an entire Mass Effect 3 playthrough AND a Mass Effect 3 New Game+ playthrough you can get a special Intel Bonus from Liara's Quarters on the Normandy. The Prejek Paddlefish Bonus gives you a 10% bonus to either Weapon Damage or Power Damage.



Striped Dartfish



Overview

Striped Dartfish are a type of Fish that school together by the millions for protection in Khaje's oceans.

They can be purchased from Kanala Exports.

Thessian Sunfish



Overview

Thessian Sunfish are small brightly colored Fish native to the Asari homeworld.

They can be purchased from Kanala Exports.

Model Ships

Overview

Model Ships can be purchased or found for the display case in the Captain's Quarters.

If you import a Mass Effect 2 save, any ships you owned can be found and picked up for free around the Normandy.

Ship Types

- Model Alliance Dreadnought
- Model Alliance Fighter
- Model Alliance Kodiak
- Model Citadel
- Model Normandy SR-1
- Model Quarian

Normandy Tour Video

Click this link to see the video

<http://www.ign.com/videos/2012/02/28/mass-effect-3-a-tour-of-the-new-normandy>

Model Alliance Dreadnought



Overview

The **Model Alliance Dreadnought** is on the Model Ships that may purchased in the game and displayed in the case in the Captain's Quarters on the Normandy.

It is a scale model of an Alliance dreadnought.

It can be purchased from Kassa Fabrication.

Model Alliance Fighter



Overview

The **Model Alliance Fighter** is one of the Model Ships that may purchased and displayed in the display case in the Captain's Quarters on the Normandy.

It is a scale model of an Alliance Fighter.

It may be purchased from Kassa Fabrication.

Model Alliance Kodiak



Overview

The **Model Alliance Kodiak** is a Model Ship that can be purchased and displayed in the display case in the Captain's Quarters on the Normandy.

It is a scale model of the Alliance Kodiak Shuttle.

Locations

- Can be purchased from Kassa Fabrication

Model Citadel



Overview

The **Model Citadel** is one of the models that can be purchased for display in the display case in the Captain's Quarters of the Normandy.

It is a scale model of the Citadel.

It can be purchased from Nos Astra Sporting Goods.

Model Normandy SR-1

Overview

The **Model Normandy SR-1** is a Model Ship that can be purchased and displayed in the display case in the Captain's Quarters on the Normandy.

Locations

- Can be picked up in the Shuttle Bay of the Normandy, on some crates just to the left just before the NS1 Shuttle.

Model Quarian

Overview

The **Model Quarian** is a Model Ship that can be purchased and displayed in the display case in the Captain's Quarters on the Normandy.

Locations

- Can be found on some crates in the Shuttle Bay of the Normandy, to the left just past the Weapons Upgrade terminal.

Multiplayer



This section of the wiki collects information on Mass Effect 3's cooperative multiplayer mode. Mass Effect 3's multiplayer supports up to 4 players at once and can only be played online. Multiplayer will affect the outcome of your singleplayer game. Your "Galactic Readiness" rating will determine the outcome of the final fight against the Reapers, though playing the multiplayer is not at all necessary to completing the single player story.

- Upcoming Bounty Weekends

Customization

You can modify the color of your armor and other aspects of your appearance in Mass Effect 3's multiplayer. You cannot use your Shepard model to play multiplayer. You can also modify your Powers and Weapons.

- *See Appearance Modification, Power Modification, and Weapon Modification for more information.*

Equipment Modification

- *See Equipment Modification for more information.*

Multiplayer Store

You can buy upgrades including Weapons, Health packs and Ammo Packs in the Multiplayer Store. You can also unlock new characters in the store. To purchase items in the store you need Credits which you gain from playing multiplayer rounds.

- *See Multiplayer Store for more information.*

Maps








There are a total of 10 multiplayer maps in the full game. 2 of which were included in the demo, 2 added with the Resurgence DLC, and another 2 added with the most recent Rebellion DLC.

List of Multiplayer Maps

- Firebase Ghost (in the demo)
- Firebase White (in the demo)
- Firebase Giant
- Firebase Glacier
- Firebase Reactor
- Firebase Dagger
- Firebase Condor (Resurgence DLC)
- Firebase Hydra (Resurgence DLC)
- Firebase Goddess (Rebellion DLC)
- Firebase Jade (Rebellion DLC)
- Firebase London (Earth DLC)
- Firebase Rio (Earth DLC)
- Firebase Vancouver (Earth DLC)

Races

Here are the Races you can play as in Mass Effect 3's Multiplayer.

						
Asari	Drell	Salarian	Turian	Human	Krogan	Quarian
Geth	Batarian					

Classes

The class you choose determines your weapon loadout and biotic powers in multiplayer. Here is a list of Classes.

		
Adept	Soldier	Engineer



Promotions:

Upon reaching level 20 with any multiplayer character, there is an option to promote that character. You gain approximately 10 war asset points to use in the single player campaign and your N7 ranking increases. However, the level of your character is reset to level 1. To promote a character, go into the character setting by clicking Y or triangle. Then highlight your level 20 character and hit either the X or square button to receive a promotion prompt.

Classes

In Mass Effect 3's single player, **Classes** allow you to choose your Shepard's role with specific Powers and a unique skill tree. In Mass Effect 3's Multiplayer, Classes are similar to those in single player, but you can change your class at will. There are 6 Classes to choose from.

Mass Effect 3 Classes

		
Adept	Soldier	Engineer
		
Sentinel	Infiltrator	Vanguard

Click this link to see the video

<http://www.ign.com/videos/2012/02/15/mass-effect-3-what-class-will-you-choose>

Single Player Classes

At the beginning of each Mass Effect game, the player must choose from a variety of **Classes** and other options for Shepard. One of these is which combat class you want to use. Previously, each class had their own, unique power, and this is still true for Mass Effect 3. However, in the first two games, each class was allocated certain types of weapons, and these were the only weapons they could use.

In Mass Effect 3, any class can pick up and use any weapon, but only the Soldier Class can hold every type of weapon at once, making it the go-to shooter experience. Additionally, each class will have a unique onmi-blade attack that can devastate their foes in melee combat. Here is a list of the

Classes you can choose from.

Multiplayer Classes

Character **Classes** determine what Weapons and Powers you use in Multiplayer.

Customization



The multiplayer in Mass Effect 3 will allow users to completely customize the loadouts of each of their multiplayer characters. Some of the things that users may customize include the look of the armor, the powers you have, the weapons you possess, and the way that the equipment is modified. Many of these modifications can be seen in the video below, which is a Demo of the multiplayer on PC, that was placed on the IGN website as of Feb. 14. In the beginning of the video you can see that there are multiple tabs including powers, weapons, appearance, and equipment. The Mass Effect 3 multiplayer store will also allow you to purchase further upgrades to your character.

Click this link to see the video

<http://www.ign.com/videos/2012/02/14/mass-effect-3-multiplayer-demo-pc-footage>

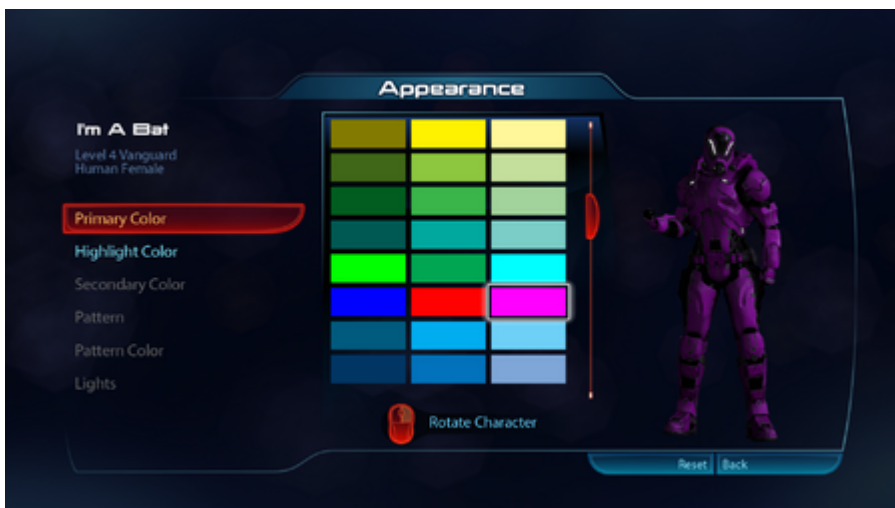
- Power Modification
- Weapon Modification
- Appearance Modification
- Equipment Modification
- Multiplayer Store

Appearance Modification



Players will be able to modify the way they appear in multiplayer, in respect to other players. From the demo of multiplayer, players will be able to choose the colors and lighting of their own armor. You can choose a primary color. You can also choose a secondary color of the armor, as well as the pattern and pattern color drawn on the armor. The lighting of the armor can be modified as well.

The primary color is your base color, and is applied to the whole of the armor. Highlight color goes on top of the primary color, and acts as a tint. Secondary color changes the color of small sections on the base armor. In addition to these, patterns can be applied. These are similar to decals, in that they are pasted atop every other colour choice. Lighting choices change the color of your mask's visor color and your hardlights on your back (which are used to hold your weapons).



Equipment Modification



In the Mass Effect 3 Multiplayer mode, the user will be able to establish which bonuses they want to activate and view the amount of supplies they have before heading into their next game using the **equipment modification** section. These bonuses are active for only one round, but can be the difference between success or failure.

Equipment Mods are grouped into five categories:

- Supplies
- Weapon Bonuses
- Armor Bonuses
- Ammo Bonuses
- Gear Bonus (updates and page needed)

Supplies are consumables which are used directly on the battlefield.

Supplies include:

- Medi-Gel
- Thermal Clip Packs
- Ops Survival Packs
- Cobra Missile Launchers

Bonuses are equipped before a game starts, and are available only during the following match.

Equipment

Incendiary Rounds I

2

Warp Rounds I

1



Incendiary Rounds I
Applies level 1 Incendiary Ammo for one mission.

Store

Back

Power Modification



In the Mass Effect 3 multiplayer, the user will be able to establish which sort of player they want to use in multiplayer. These include infiltrator, soldier, vanguard, etc. Each class will have its specific Powers, that may be upgraded to higher levels, depending on how much time you play the game and level up your account. Just as in the single-player campaign, the multiplayer allows you to level and rank up many abilities that can be used to improve your combat potential when facing other multiplayer opponents.



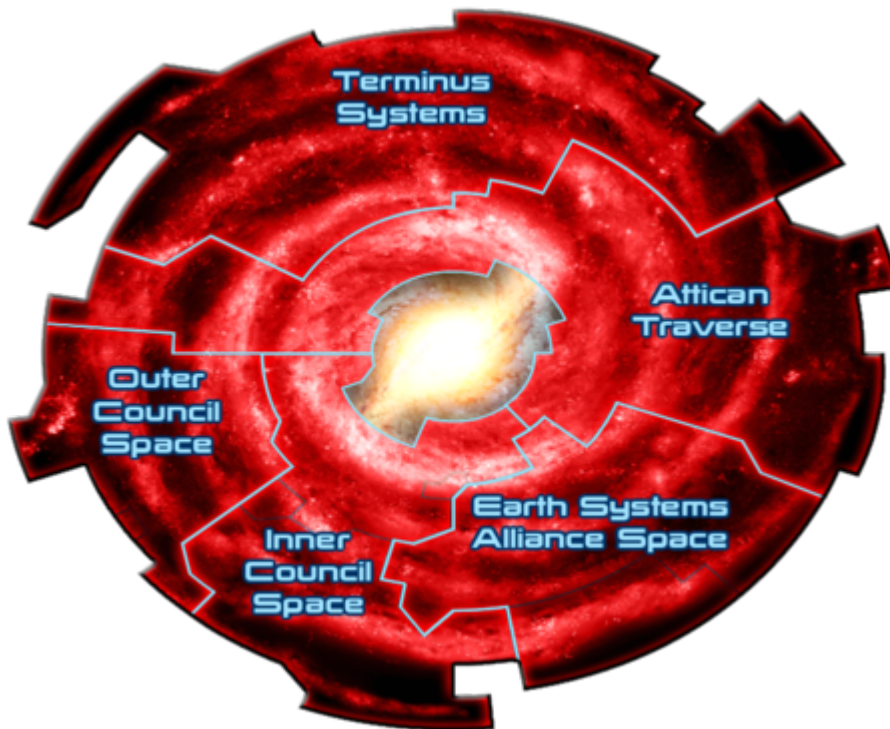
Weapon Modification



Just as it sounds, users will be allowed to upgrade and change the specs of their Weapons. It seems that users can determine which weapons they want for each class. However, each weapon will have a maximum amount of customizable options. You can change the loadout of your heavy pistol, shotgun, assault rifle, submachine gun, and sniper rifle.



Maps



The multiplayer consists of 6 maps.

Maps

- Firebase White
- Firebase Ghost
- Firebase Giant
- Firebase Glacier
- Firebase Reactor
- Firebase Dagger

Click this link to see the video

<http://www.ign.com/videos/2012/02/14/mass-effect-3-multiplayer-noveria-firebase-white>

Firebase Ghost



Firebase Ghost is located on Benning in a residential area.

Click this link to see the video

<http://www.ign.com/videos/2012/02/14/mass-effect-3-multiplayer-benning-firebase-ghost>

Firebase White



Firebase White is located on Noveria. It is covered in snow and seems to be in some type of compound.

Click this link to see the video

<http://www.ign.com/videos/2012/02/14/mass-effect-3-multiplayer-noveria-firebase-white>

Missions

When you are fighting waves of enemies in Multiplayer, there will be times where you have to complete a mission objective in order to proceed and continue. Failing to do so will result in you losing the match.

Eliminate Targets

Eliminate Targets is a mission objective that needs to be completed in multiplayer waves. You have to take out 4 targets within a set time limit. The targets can be any kind of non-cannon fodder unit. In order of most to least common, they are

Cerberus - Nemesis, Centurion, Guardion

Geth - Rocket Trooper, Pyro

Reaper - Marauder, Ravager

Enemies will spawn infinitely until the target is killed, so the usual strategy is for two players to hunt down the target whilst the other two keep the other enemies at bay.

Upload Data

Upload Data is a mission in Mass Effect 3 multiplayer. The players must activate a terminal and stand in its radius to initiate the hack. The more players there are, the faster the hack meter fills. The players normally have about 5 minutes to complete the hack, and it takes just over a minute to complete the hack with four players.

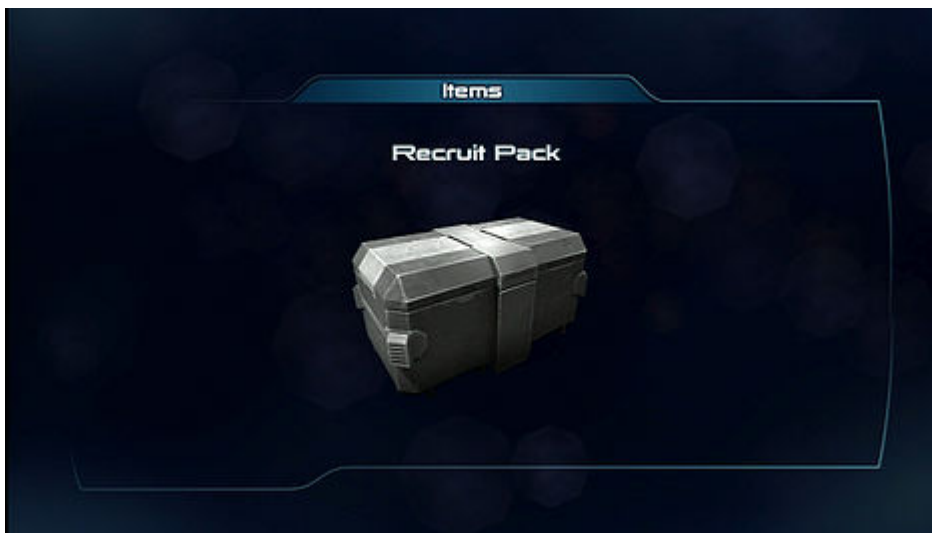
Terminal Hacks

Terminal Hacking is a mission in Mass Effect 3 multiplayer. The players have to hack four terminals before time runs out. Each terminal hacked gives a time bonus to the team. The terminals take about 10 seconds to hack, and players cannot all activate one terminal to speed up the progress.

The terminals must be hacked in order and cannot be interacted with prior to being unlocked.

Multiplayer Store

Players will be able to earn credits through the completion of multiplayer rounds in Mass Effect 3. The credits earned in multiplayer can be used in the Store that is available as a tab on the multiplayer screen. In the Store, users will be able to spend earned credits on upgrades for their weapons and equipment. These upgrades seem similar to perks that you would have in a FPS game. They will allow the player to earn weapon, armor, and ammo bonuses. These purchases will allow the player to pick and choose their own improvements; benefitting them in multiplayer combat. You may also use Microsoft points (or the PSN money) to purchase these packs. The pricing is around 80 Microsoft points for one vet pack.



In Mass Effect 3 the following packs are available to buy or receive.

- Starter Pack (Free)
- Battlefield Pack (Free)
- Recruit Pack
- Veteran Pack
- Spectre Pack

(sorry this out of place) there is also a 4th type of pack that you can buy, the Spectre pack for 60,000 credits (160 Microsoft Points).

Starter Pack

The Starter pack is given to all new players. It is in the store waiting for you to open it. The description reads as follows.

"Redeem your free starter pack to unlock new weapons and characters!"



Recruit Pack

This pack is 5,000 Credits and has the following description in the demo.

"A great way to upgrade and unlock your basic weapons, mods and characters. Includes 5 random items or characters, with a small chance for an Uncommon."



Veteran Pack

This pack is 20,000 Credits and has the following description in the demo.

"Advanced hardware and training for experienced operatives. Includes 5 random items or characters, with at least 1 Uncommon or better."



Common / Uncommon Items

The following items, weapons, upgrades, etc. are commonly seen when buying the various packs available for purchase.

ITEMS

- Ops Survival Pack
- Cobra Missile Launcher
- +3 Cobra Missile Launchers
- Medi-Gel
- +3 Medi-Gel
- Thermal Clip Pack
- +3 Thermal Clip Packs
- Cyclonic Modulator II
- Power Efficiency Module I
- Power Amplifier Module II
- Adrenaline Module I

Weapons

Common Weapons - (5)

- M-3 Predator II
- M-3 Predator III
- M-3 Predator IV
- M-4 Shuriken II
- M-4 Shuriken III
- M-8 Avenger II
- M-23 Katana
- M-92 Mantis II

Uncommon Weapons - (11)

- M-5 Phalanx II
- M-5 Phalanx III
- M-9 Tempest I
- M-9 Tempest II
- M-12 Locust
- M-13 Raptor
- M-15 Vindicator
- M-22 Eviscerator
- M-27 Scimitar
- M-29 Incisor
- M-96 Mattock I
- M-97 Viper I
- Phaeston (Turian)

Rare Weapons - (14)

- M-6 Carnifex
- M-25 Hornet
- M-37 Falcon
- M-76 Revenant
- M-98 Widow
- M-300 Claymore
- Geth Plasma SMG
- Geth Plasma Shotgun
- Geth Pulse Rifle
- Arc Pistol
- Disciple (Asari)
- Graal Spike Thrower (Krogan)
- Kishock Harpoon Gun (Batarian)
- Striker Assault Rifle (Krogan)

Ultra Rare Weapons - (8)

- N7 M-77 Paladin
- N7 M-90 Indra
- N7 M-99 Saber
- N7 M-358 Talon
- N7 Black Widow
- N7 Javelin
- N7 Scorpion
- N7 Wraith

Promotional Weapons - (5)

- N7 Crusader
- N7 Eagle

- N7 Hurricane
- N7 Valiant
- Collector Rifle

Weapon Related Upgrades

- Warp Rounds I
- Warp Rounds II
- Cryo Rounds I
- Disruptor Rounds II
- SMG Magazine Upgrade I
- SMG Magazine Upgrade II
- Pistol Magazine Upgrade I
- Assault Rifle Precision Scope I
- Pistol Scope I
- SMG Scope I
- Shotgun Rail Amp I
- Sniper Rifle Rail Amp I
- Pistol Rail Amp I
- Assault Rifle Rail Amp I
- Sniper Rifle Rail Amp II
- Shotgun Smart Choke I
- Sniper Rifle Spare Thermal Clip I
- Sniper Rifle Spare Thermal Clip II
- Assault Rifle Stability Damper I
- Pistol High-Caliber Barrel I
- Shotgun Blade Attachment I

CHARACTERS

- Male Human Adept
- Quarian Engineer
- Asari Adept
- Female Human Vanguard

Female Human Sentinel

Recruit Pack



The **Recruit Pack** is one of three packs available for purchase in Mass Effect 3's Multiplayer mode. Unlike the Starter Pack, the Recruit Pack can be purchased multiple times, awarding the player with upgrades, weapons, and characters, whether or not they have already been awarded.

Starter Pack



The **Starter Pack** is one of three packs available for purchase in Mass Effect 3's Multiplayer mode. Unlike the Recruit Pack and Veteran Pack, the Starter Pack can only be purchased once.

Veteran Pack



The **Veteran Pack** is one of three packs available for purchase in Mass Effect 3's Multiplayer mode. Unlike the Starter Pack, the Veteran Pack can be purchased multiple times, awarding the player with upgrades, weapons, and characters, whether or not they have already been awarded. Veteran Packs have a higher chance to contain rarer items or characters than the Recruit Pack.

Spectre Pack

The **Spectre Pack** is one of the five packs available for purchase in Mass Effect 3's Multiplayer mode. Unlike the Starter Pack, the Spectre Pack can be purchased multiple times, awarding the player with upgrades, weapons, and characters, whether or not they have already been awarded. Spectre Pack's have a higher chance to contain rarer items or characters than the Recruit and Veteran Pack.

Cost: 60,000 Credits/\$1.99 USD

Premium Spectre Pack

The **Premium Spectre Pack** is one of the five packs available for purchase in Mass Effect 3's Multiplayer mode. Unlike other packs, the Premium Spectre Pack can reward the player with rare upgrades, weapons, and characters. Premium Spectre Pack's have a higher chance to contain rarer items or characters than the Recruit, Veteran, and the Spectre Pack.

Cost: 99,000 Credits/ \$2.99 USD

Jumbo Equipment Pack

The **Jumbo Equipment Pack** is one of the five packs of Mass Effect 3's Multiplayer store. This pack's description is Load up on even more bonus equipment. Double the size of a regular Equipment Pack. Includes 10 random equipment and supply items.

Cost: 33,000 Credits

N7 Missions

N7 Missions are side missions that affect your Galaxy At War rating. Walkthroughs for the N7 Missions are below. **N7 Missions** involve Cerberus and mainly come from Specialist Traynor in the CIC.



N7 Missions

- N7: Cerberus Labs
- N7: Cerberus Attack
- N7: Cerberus Abductions
- N7: Cerberus Fighter Base
- N7: Fuel Reactors
- N7: Communication Hub

N7 Bounty Weekends

BioWare's N7 Bounty Weekends are events that ask the Mass Effect 3 online community to meet certain goals in a given timeframe. If the goals are met, all players active during that period will receive certain perks.

Operation Silencer | May 14, 2012

The new Bounty Weekend – Operation Silencer – will run from Friday, May 11th at 6pm PT and will end Monday, May 14th at 5am PT. It's available for players on all applicable platforms: PlayStation 3, Xbox 360 and PC.

The two goals are as follows. The "Allied Goal" available to the entire community is to kill 3 million Banshees in the time given. This will net all players a free Victory Pack. The "Squad Goal" available to everyone on a squad-by-squad basis is to survive a gold-difficulty map until full extraction, which will grant all players in the squad with a free Commendation Pack.

Galaxy Map

The **Galaxy Map** is the interface you use to explore the Milky Way and its many systems. In Mass Effect 3, the galaxy has been overrun by Reapers, which haunt the very systems you seek to explore. A complete list of Clusters, Systems and Planets -- including where you can scan for War Assets and more -- can be found in the sections below. For a spoiler free listing of the planets and systems contained in each galaxy check the Spoiler Free Galaxy List.

Scanning and Exploring the Galaxy

Scanning

Scanning yields War Assets, Fuel, intel and artifacts for Side Missions. Choose a system from the Galaxy Map and you can scan while you navigate the star system by hitting the LEFT TRIGGER. The scan beacon may pick up an anomaly on a planet or in deep space which you can explore by entering its orbit. You will then either immediately be awarded with a resource or you will enter the scanning mini-game.

Avoid the Reapers with this scanning trick.

The ultra-streamlined scanning of Mass Effect 3 only requires you to navigate to a point of interest using the compass-like cursor. Once you get here you can launch a probe. You have an infinite amount of probes, and you don't need to purchase them.

The resources in a given solar system are accounted for by a percentage shown in the upper left corner of the screen. Once you find a resource, this percentage is increased. Once you have 100% of all resources in a galaxy, scanning is no longer necessary.

Reapers

If there is no Reaper on the system you want to explore, you are safe to travel and scan it as you please. However, if you begin scanning in a Reaper-infested system, the Reapers will move in and attempt to capture the Normandy. If you are caught, you will be returned to your last save outside of the Galaxy Map.

The Reaper Alertness meter in the lower left region of the screen will reveal how many more scans you can perform before alerting the Reapers. To escape the Reapers, you must simply pilot the ship out of the current system. You can do this by using a Mass Relay or by just cruising out of the solar system -- at the expense of fuel.

Reapers will vacate an occupied system after you complete a Mission, but the Reaper Alertness meter might not totally dissipate right away.

Fuel



Fuel is expended in Mass Effect 3 every time you pilot the Normandy into the void between star systems. Mass Effect jumps do not expend fuel, nor does travel within a system. If you run out of fuel you will be automatically returned to the nearest system with a Mass Relay.

As you move from one star system to a next, you can "cruise" to conserve fuel. There are several ways to attain fuel:

- Scanning - You can scan for anomalies that may or may not contain fuel.
- Fuel Depot - Fuel Depots exist in developed star systems. Fuel costs Credits.
- Dock at the Citadel - You can get a free refill just by docking at the Citadel.

Clusters

Choose a Cluster to see what there is to explore in each System within it.

- Aethon Cluster
- Annos Basin
- Apien Crest
- Argos Rho
- Arcturus Stream
- Athena Nebula
- Attican Beta
- Far Rim
- Gemini Sigma
- Hades Gamma
- Hades Nexus
- Horsehead Nebula
- Hourglass Nebula
- Ismar Frontier
- Kite's Nest
- Krogan DMZ
- Ninmah Cluster
- Nubian Expanse
- Exodus Cluster
- Minos Wasteland
- Nimbus Cluster
- Perseus Veil
- Serpent Nebula
- Silean Nebula
- The Shrike Abyssal
- Sigurd's Cradle

- Valhallan Threshold

Spoiler Free Galaxy List

This page contains a simple and complete listing of the clusters, systems, and planets to aid galaxy navigation. This list does not provide information on the salvage items to be found in each area so you can explore and discover on your own. Below is a sample of how this listing is organized:

Cluster	
System	Planet
	Asteroid
	Station
	Etc.

Spoiler Free Galaxy List

Aethon Cluster	
Aru	Irune
	Cherk Sab
Esori	Sol Paolis
Nura	Oma Ker
Satu Arrci	Nalisin

Annos Basin	
Pranas	Mass Relay
	Fuel Depot
	Saradril
	Halegeuse
	Paeto
	Sur'Kesh
	Dragel

Apien Crest	
Castellus	Faix
	Nios
	Digeris
Gemmae	Pherios
Trebia	

Argos Rho	
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Hyda	Canrum
Phoenix	Pinnacle Station
Gorgon	Intai'sei
	Camaron

Arcturus Stream	
Arcturus	Mass Relay
	Arcturus Station
	Themis
	Eirene
	Alcyoneus
Euler	Eunomia
	Yukawa
	Benning
	Fermi
	Silva

Athena Nebula	
Parnitha	Tevura
Orisoni	Egalic
Tomaros	Pronoia
Veroni	Polissa
Ialessa	Trikalon

Attican Beta	
Hercules	Eletania
Theseus	Feros

Exodus Cluster	
Utopia	Mass Relay
	Zion
	Arcadia
	Eden Prime
	Xanadu
	Nirvana

Asgard	Borr
	Tyr
	Terra Nova
	Loki

Far Rim	
Dholen	
Ma-at	

Gemini Sigma	
Han	Mass Relay
	Hunningto
	Paravin
	Farcrothu
	Patatanlis
Ming	Mavigon
	Parag
	Altanorch
	Antiroprus

Hades Gamma	
Anateus	Mass Relay
	Edmos
	Ploba
	Terbin
	Ageko
	Vemal
Farinata	Hunidor
	Nepneu
	Tunshagon
	Juntauma
Dis	Gremar
	Klensal
	Rysha
	Nearrum
	Jartar

Plutus	Veyaria
	Maidla
	Clocrolis
	Nonuel
	Mingito
Cacus	Faringor
	Treyarmus
	Chohe
	Zayarter
	Xamarri

Hades Nexus	
Hekate	Mass Relay
	Asteria
Hoplos	Kopis
Sheol	Gei Hinnom
Pamyat	Dobrovolski

Horsehead Nebula	
Pax	Mass Relay
	Fuel Depot
	Morana
	Svarog
	Noveria
	Veles

Hourglass Nebula	
Osun	Erinle
Faryar	Alingon
Sowilo	Hagalaz
Politari	Zanethu

Ismar Frontier	
Aquila	Metaponto

Kite's Nest	
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Harsa	Mass Relay
	Spekilas
	Verush
	Dezda
	Khar'shan
Vular	Ilem
	Vana
	Azimir
	Erszbat
Untrel	Adek
	Klos
	Ezka
	Uza

Krogan DMZ	
Aralakh	Mass Relay
	Fuel Depot
	Tuchanka
	Ruam
	Vaul
	Kruban
	Kanin
Nith	Durak
	Tula
	Mantun
	Vard

Minos Wasteland	
Fortis	Mass Relay
	Aequitas
	Pietas
	Vir

Ninmah Cluster	
Maskim Xul	Mass Relay

Fuel Depot	
Listening Post X-19	
Damkainna	
Suen	
Kashshaptu	
	Utuku
Mulla Xul	Maldor
	Keph
	Inakhos

Nubian Expanse	
Dakka	Pragia
Qertassi	Noresha
Kalabsha	Yamm

Nimbus Cluster	
Agaiou	Carcosa
Kallini	Pania
Mesana	
	Aitis
Pelion	Trategos
	Sthenia

Perseus Veil	
Tikkun	

Petra Nebula	
	Mass Relay
	Gilead
	Joppa
Vetus	Sidon
	Tyre
	Elysium
	Grissom Academy

Serpent Nebula	
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Widow	Mass Relay
	Citadel

Silean Nebula	
Loropi	Yasilium
	Dekunna
Phontes	Oltan
	Lenuamund
Kypladon	Hanalei
Nahual	Hyetiana
	Agessia
Teyolia	Nevos
	Quirezia

The Shrike Abyssal	
Xe Cha	Mass Relay
	Vem Osca
	Aphras
	Zada Ban
	Tosal Nym
Urla Rast	Bovis Tor
	Talis Fia
	Doz Atab

Sigurd's Cradle	
Skepsis	Mass Relay
	Watson
	Darwin
	Wallace
	Pauling
	Keimowitz
Decoris	Crick
	Sanctum
	Laena

Valhallan Threshold

Micha

Paz

Raheel-Leyya

Farlas

Garvug

Aethon Cluster

The **Aethon Cluster** contains the Aru, Etori, Nura and Satu Arrci systems.

Fuel, War Assets and Anomalies

System	Location	War Asset
		Artifact: Book of Plenix
Aru	Iruno	
Aru	West of Iruno	Wreckage: Fuel 200
Aru	Cherk Sab	Volus Fabrication Units
Etori	Sol Paolis	Volus Dreadnought Kwonu
Etori	East of Star	Wreckage : Fuel 300
Satu Arrd	Nalisin	Volus Engineering Team
Satu Arrd	Southeast of Nalisin	Wreckage: Fuel 200
Nura	Oma Ker	Volus Intelligence Archives
Nura	Northeast of Star	Wreckage: Fuel 250

Annos Basin

The **Annos Basin** contains the Pranas system.

Fuel, War Assets and Anomalies

There is nothing to be scanned or found in this sector.

Apien Crest

The **Apien Crest** contains the Castellus, Gemmae and Trebia systems.

Fuel, War Assets and Anomalies

System	Location	War Asset
Castellus	South of Faix, East of Nios	Wreckage: Fuel 350
Castellus	Digeris	Artifact: Banner of the 1st Regiment
Gemmae	Pherios	Turian 79th Flotila
Gemmae	South of Pherios	Wreckage: Fuel 800
Gemmae	West of Pherios	Wreckage: Fuel 750

Argos Rho

The **Argos Rho** contains the Hydra, Phoenix and Gorgon system.

Fuel, War Assets and Anomalies

System	Location	War Asset
Hydra	South of Star 2nd Ring	Wreckage: Fuel 270
Hydra	Canrum	Haptic Optics Array
Phoenix	Pinnacle Station	Turian Spec Ops Team
Phoenix	Intai'sei	Artifact: Fossilized Kakliosaur
Phoenix	Northeast of Intai'sei	Wreckage: Fuel 450
Gorgon	Camaron	Advanced Power Relay

Arcturus Stream

The **Arcturus Stream** contains the Arcturus and Euler systems.

Fuel, War Assets and Anomalies

System	Location	War Assets
Arcturus	Arcturus Staion	Intel From Battle of Arcturus
Arcturus	West of Themis	Wreckage: Fuel 350
Euler	Southwest of Yukawa	Wreckage: Fuel 100

Athena Nebula

The **Athena Nebula** contains the Ialessa, Orisoni, Parnitha, Tomaros and Vernio systems.

Fuel, War Assets and Anomalies

System	Location	War Asset
Parnitha	Tevura	Asari Cruiser Cybaen
Orisoni	Egalic	Asari Research Ships
Orisoni	East of Star	Wreckage: Fuel 350
Tomaros	South of Niagolon	Wreckage: Fuel 200
Tomaros	Pronoia	Asari Cruiser Nefrane
Vernio	Polissa	Artifact: Hesperia Perod Statue
Vernio	Northeast of Star	Wreckage: Fuel 400
Ialessa	East of Star	Wreckage: Fuel 500
Ialessa	Trikalon	Asari Engineers

Attican Beta

Attican Beta contains the Hercules and Theseus systems.

Fuel, War Assets and Anomalies

System	Location	War Asset
Hercules	Eletania	Interferometric Array
Hercules	Southeast of Star	Wreckage: Fuel 370
Theseus	Feros	ExoGeni Scientists
Theseus	Northeast of Star	Wreckage: Fuel 240

Exodus Cluster

The **Exodus Cluster** contains the Utopia and the Asgard systems.

Fuel, War Assets and Anomalies

System	Location	War Asset
Utopia	South of Eden Prime	Wreckage: Fuel 200
Utopia	Zion	Prothean Data Files
Asgard	Borr	Remains of Reaper Destroyer
Asgard	Tyr	Alliance Naval Exploration Flotilla
Asgard	Terra Nova	Alliance Cruiser Shanghai
Asgard	Loki	Alliance Spec Ops Team Delta
Asgard	Northwest of Star	Wreckage: Fuel 250

Far Rim

The **Far Rim** contains the Dholen and Ma-at systems.

Note: After completing Priority: Thessia, the Far Rim becomes inaccessible.

Fuel, War Assets and Anomalies

Gemini Sigma

Gemini Sigma contains the Han and Ming systems.

Fuel, War Assets and Anomalies

System	Location	War Asset
Han	Near Mass Relay	Wreckage: Fuel 470
Han	Mavigon	Salvage : Credits 10,000
Ming	SSE of Antiropus (2nd ring)	Wreckage: Fuel 320
Ming	Parag	Alliance Cruiser Nairobi

Hades Gamma

Hades Gamma contains the Antaes, Cacus, Dis, Farinata and Plutus systems.

Fuel, War Assets and Anomalies

System	Location	War Asset
Dis	Northeast of Nearrum	Wreckage: Fuel 200
Dis	Klensal	Salvage: Credits 10,000
Farinata	North of Star	Wreckage: Fuel 200
Farinata	Juntauma	Alliance Frigate Agincourt
Cacus	Chohe	Salvage: Credits 10,000
Cacus	Left of Xamarri	Wreckage: Fuel 400
Antaeus	Near Mass Relay	Wreckage: Fuel 300
Antaeus	Trebin	Salvage: Credits 10,000
Plutus	Nonuel	Spec Ops Team Zeta, 103rd Marine Divison

Hades Nexus

The **Hades Nexus** contains the Hoplos, Sheol, Hekate and Pamyat systems.

You will gain access to the Hades Nexus after Priority: Rannoch

Fuel, War Assets and Anomalies

System	Location	War Asset
Hekate	Southwest of Mass Relay	Wreckage: Fuel 380
Hekate	Asteria	Alliance Frigate Hong Kong, Alliance Fifth Fleet
Hoplos	Kopis	Artifact: Obelisk of Karza
Hoplos	Far West of System	Wreckage: Fuel 250
Sheol	Gei Hinnom	Artifact: Prothean Sphere
Pamyat	Dobrovolski	Alliance Frigate Leipzig, Alliance First Fleet
Pamyat	South of Star	Wreckage: Fuel 100

Related Side Missions

- Hades Nexus: Obelisk of Karza
- Hades Nexus: Prothean Sphere

Horsehead Nebula

Hourglass Nebula

The **Hourglass Nebula** contains the Osun, Faryar, Sowilo and Ploitari system.

Fuel, War Assets and Anomalies

System	Location	War Assets
Osun	Erinle	Salvage: Credits 10,000
Osun	Southwest of Erinle	Wreckage: Fuel 100
Faryar	Alingon	Shadow Broker Starship Tech
Faryar	Northwest of Alingon	Wreckage: Fuel 600
Sowilo	Hagalaz	Shadow Broker Support Team
Sowilo	North of Star	Wreckage: Fuel 200
Ploitari	Zanethu	Terminus Freighters

Ismar Frontier

The **Ismar Frontier** contains Aquila system.

Fuel, War Assets and Anomalies

System	Location	War Asset
Aquila	Metaponto	Advanced Biotic Implants

Kite's Nest

Kite's Nest contains the Harsa, Untrel and Vular systems.

Fuel, War Assets and Anomalies

System	Location	War Asset
Harsa	Verush	Weapon Upgrade Kit
Harsa	Left of Verush	Wreckage: Fuel 300
Harsa	Khar'shan	Artifact: Pillars of Strength
Untrel	Adek	Salvage: Credits 10,000
Untrel	West of Adek	Wreckage: Fuel 100
Vular	Vana	Black Market Artifact
Vular	Northwest of Star, 3rd Ring	Wreckage: Fuel 150

Krogan DMZ

The **Krogan DMZ** contains the Aralakh and Nith systems.

Fuel, War Assets and Anomalies

System	Location	War Asset
Dranek	Rothla	Shadow Broker Wet Squad
Dranek	Southeast of Star	Wreckage: Fuel 200
Nith	Northeast of Star	Wreckage: Fuel 300

Minos Wasteland

The **Minos Wasteland** contains the Arrae and Fortis systems.

Fuel, War Assets and Anomalies

System	Location	War Asset
Fortis	South of Mass Relay	Wreckage: Fuel 200
Fortis	Pietas	Salvage: Credits 10,000

Nimbus Cluster

The **Nimbus Cluster** contains the Agaiou, Kallini, Mesana and Pelion systems.

Fuel, War Assets and Anomalies

System	Location	War Asset
Pelion	South of Aitis	Wreckage: Fuel 650
Pelion	Trategos	Intact Reaper Weapon
Pelion	Northeast of Trategos	Wreckage: Fuel 750
Pelion	Northwest of Sthenia	Wreckage: Fuel 850
Agaiou	Carcosa	Artifact: Library of Asha
Kallini	South of Pania	Wreckage: Fuel 300

Ninmah Cluster

The **Ninmah Cluster** contains the Maskim Xul and Mulla Xul systems.

Fuel, War Assets and Anomalies

Nubian Expanse

The **Nubian Expanse** contains the Dakka, Qertassi and Kalabsha systems.

Fuel, War Assets and Anomalies

System	Location	War Asset
Dakka	Pragia	Research Data from Pragia
Dakka	Southeast of Star	Wreckage: Fuel 350
Qertassi	Norehsa	Alliance Frigate Trafalgar
Qertassi	North of Noresha	Wreckage: Fuel 50
Kalabsha	Yamm	Alliance Marine Recon Unit, 103rd Marine Division
Kalabsha	Northeast of Star	Wreckage: Fuel 300

Perseus Veil

The **Perseus Veil** contains the Tikkun system.

Fuel, War Assets and Anomalies

Serpent Nebula

The **Serpent Nebula** contains the Citadel.

Fuel, War Assets and Anomalies

There is nothing to be scanned or found in this sector.

Only the Citadel is here.

Silean Nebula

The **Silean Nebula** contains the Loropi, Phontes, Kypladon, Nahuala and Teyolia systems. It also contains the Elcor homeworld, Dekuuna in the Phontes system.

You will gain access to the Silean Nebula after Rannoch: Geth Fighter Squadrons near the end of the game.

Fuel, War Assets and Anomalies

System	Location	War Asset
Kypladon	Hanalei	Dr.Jelize
Teyolia	Nevos	Artifact: Rings of Alure
Teyolia	Quirezia	Salvage: Credits 10,000
Teyolia	East of Star	Wreckage: Fuel 375
Phontes	Dekuuna	Artifact: Code of the Ancients
Phontes	Oltan	Elcor Flotilla
Phontes	East of Lenuamund	Wreckage: Fuel 175
Nahuala	Hyetiana	Serrice Guard
Nahuala	Southwest of Agessia	Wreckage: Fuel 250
Loropi	East of Wreckage	Wreckage: Fuel 300
Loropi	Yasilium	Armali Sniper Unit

Related Side Missions

- Dekuuna: Elcor Extraction

The Shrike Abyssal

The **Shrike Abyssal** contains the Urla Rast and Xe Cha systems.

Fuel, War Assets and Anomalies

System	Location	War Asset
Xe Cha	Zada Ban	Salvage: Credits 10,000
Xe Cha	South of Star	Wreckage: Fuel 150
Urla Rast	Northeast of Star	Wreckage: Fuel 300
Urla Rast	Talis Fia	Artifact: Prothean Obelisk

Sigurd's Cradle

Sigurd's Cradle contains the Skepsis and Decoris systems.

Fuel, War Assets and Anomalies

System	Location	War Asset
Skepsis	Watson	Javelin Missile Launchers
Skepsis	Between Crick and Mass Relay	Wreckage: Fuel 200
Decoris	Laena	Salvage: Credits 10,000
Decoris	Between 2nd and 3rd Ring	Wreckage: Fuel 350

Valhallan Threshold

The **Valhallan Threshold** contains the Micah, Paz and Raheel-Leyya systems.

Fuel, War Assets and Anomalies

System	Location	War Asset
Raheel-Leyya	Northeast of System	Wreckage: Fuel 95
Paz	Garvug	Artifact: Prothean Data Disks
Paz	East of Star	Wreckage: Fuel 160
Micah	Elohi	Emergency Fuel Pods
Micah	Farlas	Element Zero Converter
Micah	Southeast of Star	Wreckage: Fuel 340

Fuel

Fuel is expended in Mass Effect 3 every time you pilot the Normandy into the void between star systems. Mass Effect jumps do not expend fuel, nor does travel within a system. If you run out of fuel you will be automatically returned to the nearest system with a Mass Relay.

As you move from one star system to a next, you can cruise to conserve fuel. There are several ways to attain fuel:

- Scanning - You can scan for anomalies that may or may not contain fuel.
- Fuel Depot - Fuel Depots exist in developed star systems. Fuel costs Credits.
- Dock at the Citadel - You can get a free refill just by docking at the Citadel.

Scanning

Scanning yields War Assets, Fuel, intel and artifacts for Side Missions. Choose a system from the Galaxy Map and you can scan while you navigate the star system by hitting the LEFT TRIGGER. The scan beacon may pick up an anomaly on a planet or in deep space which you can explore by entering its orbit. You will then either immediately be awarded with a resource or you will enter the scanning mini-game.

The ultra-streamlined scanning of Mass Effect 3 only requires you to navigate to a point of interest using the compass-like cursor. Once you get here you can launch a probe. You have an infinite amount of probes, and you don't need to purchase them.

The resources in a given solar system are accounted for by a percentage shown in the upper left corner of the screen. Once you find a resource, this percentage is increased. Once you have 100% of all resources in a galaxy, scanning is no longer necessary.

Reapers

If there is no Reaper on the system you want to explore, you are safe to travel and scan it as you please. However, if you begin scanning in a Reaper-infested system, the Reapers will move in and attempt to capture the Normandy. If you are caught, you will be returned to your last save outside of the Galaxy Map.

Click this link to see the video

<http://www.ign.com/videos/2012/03/07/mass-effect-3-the-easiest-way-to-scan>

Avoid the Reapers with this scanning trick.

The Reaper Alertness meter in the lower left region of the screen will reveal how many more scans you can perform before alerting the Reapers. To escape the Reapers, you must simply pilot the ship out of the current system. You can do this by using a Mass Relay or by just cruising out of the solar system -- at the expense of fuel.

DLC

DLC stands for **Downloadable Content**; additional material that is purchased or acquired separately from the disc-based version. Some Mass Effect 3 content, like the bonuses acquired from the iOS game Mass Effect Infiltrator is shared via a player's EA Origins online account (this is separate from your Xbox Live or PlayStation ID).

Single-player DLC

These single-player add-ons contain new Primary Missions and Characters.

From Ashes



From Ashes went on sale the day Mass Effect 3 launched for \$10 (800 Microsoft Points on XBLA.)

People who have pre-ordered the N7 Collectors Edition or N7 Digital Deluxe Edition the of the game receive this as a pack-in.

The new Prothean squadmate can be used in battle. The DLC includes a mission on Eden Prime (a planet in Mass Effect 1), a new weapon (the Particle Beam), and new appearances for every squad member.

Online Content

A PC exclusive online weapon, the M-90 Indra Sniper Rifle, can be downloaded from Alienware here. Redeem codes are limited.

<http://www.alienwarearena.com/giveaway/mass-effect-3-giveaway>

Content from Miscellaneous Retail Items

Some Mass Effect 3 retail items contain codes for Mass Effect 3 DLC. Below is a list of all the available DLC bonus content from toys, books and more.

Art of the Mass Effect 3 Universe Pre-Order Content



The Dark Horse-published Art of the Mass Effect 3 Universe book includes in-game bonuses. Readers will earn themselves a DLC code for the Collector Assault Rifle, which also came as a bonus in the Mass Effect 2 Collector's Edition. You can only score this PC- and Xbox 360-exclusive weapon (and other unspecified content) by pre-ordering The Art of the Mass Effect Universe from Barnes & Noble before February 20.

BigBadToyStore Exclusive Content



BigBadToyStore has revealed that their upcoming line of Mass Effect figurines will include an added bonus for fans in the way of downloadable content. Each of the new 6.7" to 7.25" figures from the second series of the set (Miranda, Mordin, Legion, and Garrus) will include a card packed in with an access code for downloadable content for the game. The official description reads:

This product contains a code that can be redeemed for bonus content for Mass Effect 3 multi-player that could include powerful weapons to take on the Reapers. The pack could also include character boosters, weapon modifications, and weapon upgrades to make your multiplayer squad stronger.

Unfortunately for PS3 owners, the content only applies to the PC and Xbox 360 versions of the game.

Kotobukiya

The Liara T'Soni Bishoujo figure includes the Reinforcement DLC multiplayer pack, only available for XBOX 360 and PC.



Razer Products

The following Mass Effect 3 Razer products come with codes for the Collector Assault Rifle plus "a downloadable multiplayer item."

- Mass Effect 3 Onza Tournament Edition Controller [1]
- Mass Effect 3 Chimera 5.1 Headset [2]
- Mass Effect 3 Vespula Dual-Sided Gaming Mouse Mat [3]
- Mass Effect 3 Edition Messenger Bag [4]
- Mass Effect 3 iPhone 4 Protection Case [5]
- Mass Effect 3 Emperor Expert Ergonomic Gaming Mouse [6]
- Mass Effect 3 Black Widow Ultimate Keyboard [7]

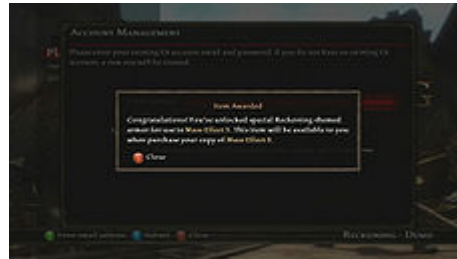
Collector's Edition Bonuses

The following items are only be available to those that purchase the N7 Collector's Edition and N7 Digital Deluxe Edition:

- N7 Warfare Gear
- Robotic Dog
- Squadmate Alternate Outfit Pack
- N7 Hoodie
- Bonus Mission and Character

Kingdoms of Amalur: Reckoning Crossover Content

On January 11, 2011, EA announced a crossover between Kingdoms of Amalur: Reckoning and Mass Effect 3. Playing the demo for Kingdoms of Amalur unlocks two Reckoning-inspired in-game items in Mass Effect 3, while playing the Mass Effect 3 demo unlocks armor and a weapon in Kingdoms of Amalur.



Playing Amalur will lead to Reckoner Knight Armor and a Chakram Launcher weapon in Mass Effect 3.

Downloadable Pre-Order Content



You can no longer pre-order Mass Effect 3. However, this content may be made available again for purchase eventually.

Bioware announced [8] various downloadable items that will be given to people that pre-order Mass Effect 3. The DLC items vary by retailer and may be limited to US outlets.

Retailer	Pre-order Bonus
Everywhere (US)	M-55 Argus Assault Rifle
GameStop (US)	N7 Valkyrie Rifle, N7 Defender Armor
EA Origin (US)	AT-12 Raider Shotgun and M-55 Argus Assault Rifle

Earth Pack



Mass Effect 3: Earth is new multiplayer DLC that will be available **for free** on July 17th on Xbox Live, Origin and PlayStation Network in North America. Europe will have the same dates for Origin and Xbox Live, but will be able to download the content on PSN a day later, on July 18th. [1]

The Earth content includes:

- **Three new maps** - Firebase Rio, Firebase Vancouver and Firebase London
- **Six new characters** - N7 Demolisher Engineer, N7 Destroyer Soldier, N7 Fury Adept, N7 Sentinel Paladin, N7 Shadow Infiltrator and N7 Slayer Vanguard
- **Three new weapons** - N7 Piranha Shotgun, N7 Typhoon Assault Rifle and Acolyte Pistol
- **New upgrades** - 12 new weapon modifications and 11 unique upgrades
- **New "Platinum" Difficulty**
- **New In-Mission Objective** - On waves 3, 6 and 10, players may randomly be tasked with protecting a targeted agent and escorting them to an extraction zone on the map

Extended Cut



The Mass Effect 3 Extended Cut was announced in April 2012. [1] It is a response to various controversies [2] revolving around the ending of Mass Effect 3.

BioWare has announced that the Mass Effect 3 Extended Cut will be available as a **free download** for Xbox 360, PlayStation 3 and PC on June 26th in North America. In Europe, the content will arrive on the same day for Xbox 360 and PC but will arrive on July 4th for PlayStation 3. [3]

The Extended Cut “will expand upon the events at the end of Mass Effect 3 through additional cinematic sequences and epilogue scenes” and will “include deeper insight to Commander Shepard’s journey based on player choices during the war against the Reapers.”

The Extended Cut will be a **1.9GB download** that includes “additional scenes and epilogue sequences. It provides more of the answers and closure that players have been asking for. It gives a sense of what the future holds as a result of the decisions made throughout the series. And it shows greater detail in the successes or failures based on how players achieved their endings.”

BioWare notes that the game is “an expansion of the original endings to Mass Effect 3” but “does not fundamentally change the endings, but rather it expands on the meaning of the original endings, and reveals greater detail on the impact of player decisions.”

BioWare recommends that players “load a save game from before the final Cerberus mission of the game and play through to the end of the game.” The actual content of the Extended Cut will differ “depending on choices made throughout the Mass Effect series, so multiple playthroughs with a variety of different decisions will be required to experience the variety of possibilities offered by the new content.” [4]

- *See also: Mass Effect Endings*

Extended Cut Endings

The Mass Effect 3 Extended Cut DLC adds several hours of cutscene content to the end of Mass Effect 3. BioWare issued the free DLC in response to Controversies about the Endings of Mass Effect 3. The **Extended Cut Endings** are "an expansion of the original endings to Mass Effect 3" but "does not fundamentally change the endings, but rather it expands on the meaning of the original endings, and reveals greater detail on the impact of player decisions."

BioWare recommends that players load a save game from before the Priority: Cerberus Headquarters mission of the game and play through to the end of the game. But, you can load the auto save named "Citadel: The Return" to get to the extended endings even faster. By doing this, however, you will miss new scenes on Earth, including Joker picking up a weakened squad and Shephard saying goodbye after the charge for the beam doesn't work.

Warning: This wiki article contains spoilers below this point.

Click this link to see the video

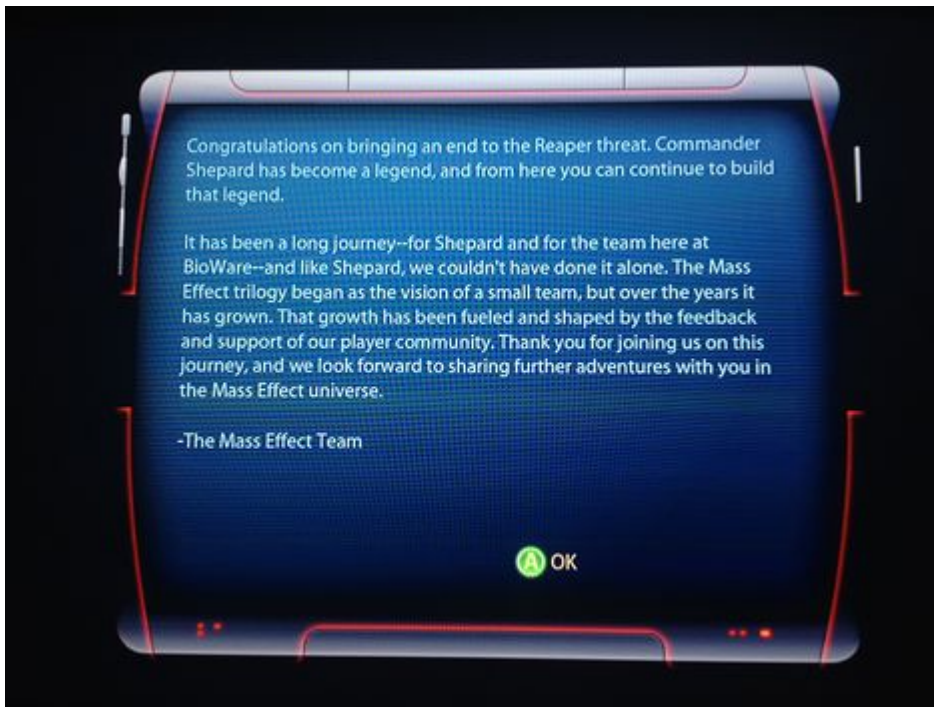
<http://www.ign.com/videos/2012/06/26/mass-effect-3-extended-cut-dlc-synthesis-ending>

Synthesis Ending - Embed Code

Other Extended Cut Additions

Many changes were made to the Extended Cut Endings in addition to the fourth Refusal option.

- During the run to the Conduit, the fate of two squadmates who are with Shepard is revealed. With a low EMS, both of them are killed by the reaper beam. With a high EMS, both of them are injured and taken back on Normandy. There is a special goodbye dialogue with your love interest, if you brought him or her to the final battle.
- The Mass Effect Relays are no longer destroyed in the Extended Cut Endings, but are damaged. In the Control ending, they are rebuilt by the Reapers.
- After the Normandy SR-2 crashes on the unknown planet, an additional scene shows the ship (now repaired) lifting off and flying into space.
- The following message now appears at the end of the credits:



The Extended Cut and Indoctrination Theory

Some changes made to the ending of Mass Effect 3 in the Extended Cut directly affect Indoctrination Theory.

The Rejection ending, that lets the Reapers essentially win, seems to be aimed at disproving this theory. However, Harbinger's voice can be heard during this Ending. This may indicate that he was the Star Child all along.

In the "High EMS" Destroy ending, the only ending where Shepard survives (shown in the pile of rubble breath scene) is left unexplained. However, in the Low EMS Destroy ending, there is a new scene with a similar pile of rubble in London. This may reaffirm Shepard was on earth the whole time. Unless the crucible is made of stone and rebar.

From Ashes

From Ashes Mass Effect 3's first downloadable content was made available on launch day and involves acquiring Javik (The Prothean) on your team. It costs 800 Microsoft points. EA has confirmed that the content of From Ashes was developed post-disc certification of Mass Effect 3 and is NOT included on the disc. [1] However, it has been discovered that the Prothean character model was included on the Mass Effect 3 retail disc.

From Ashes Walkthrough

Click this link to see the video

<http://www.ign.com/videos/2012/03/06/mass-effect-3-from-ashes-dlc-priority-eden-prime-aftermath-dlc-walkthrough-part-2>

Bug

It is recommended that you complete this mission before Priority: Palaven or Priority: Sur'Kesh, as there is a bug for the 360 that may cause Primarch Victus and Urdnot Wrex to disappear from the Normandy's war room. Both of whom are not supposed to leave the war room until after Priority: Tuchanka 2, when the genophage issue has been dealt with.

Kingdoms of Amalur Crossover Content

Mass Effect 3's **Kingdoms of Amalur Crossover Content** can be found in the Kingdoms of Amalur: Reckoning demo. Likewise, playing the Mass Effect 3 demo unlocks content in Amalur. The free (*with Xbox Live Gold) Amalur demo was released on January 17.

Click this link to see the video

<http://www.ign.com/videos/2012/01/18/get-your-mass-effect-3-exclusives-in-kingdoms-of-amalur-reckoning>

In Reckoning you'll be able to tool up with some trendy Omni-Blade daggers, for example, alongside a slightly more weathered variation.

Complete the Reckoning demo before playing Mass Effect 3, meanwhile, and you'll unlock Todd McFarlane-designed Reckoner Knight Armor and a disc-chucking Chakram Launcher. EA says the armor will "maximize damage done in close-quarters combat while a beefed-up power cell feeds energy into weapon systems to increase projectile velocity," and that the launcher "uses a fabricator to manufacture lightweight, explosive ammunition discs."

The Kingdoms of Amalur demo was released on January 17th, while the Mass Effect 3 demo is to be released on February 14th.



Boot up the Amalur demo to unlock the Reckoning armor.



Complete the Amalur demo to unlock the Chakram Launcher.

Source: Computer and Video Games

Leviathan DLC

Mass Effect 3: Leviathan is single-player DLC that was announced at EA's Summer Showcase. [1] It was first teased at San Diego Comic-Con 2012. [2]

Leviathan includes new systems, new areas on the Citadel, brand new characters, and exclusive weapons: the AT-12 Raider shotgun and M-55 Argus Assault Rifle. Leviathan will be **available on PC, Xbox 360 and Playstation 3 for \$10 (800 Microsoft points)** and will be released in summer 2012. [3]

Click this link to see the video

<http://www.ign.com/videos/2012/06/27/news-mass-effect-3-dlc-info-leaked>

Files included in the Extended Cut leaked that new story content would focus on a rogue Reaper named Leviathan. The files included several lines of dialogue that hinted at missions revolving around a search for the Reaper. [4] Ahead of its official announcement, the content was confirmed by actor Anthony Skordi, who provides the voice of Leviathan in the DLC. [5]

A dump of the files uploaded to PasteBin included a character asking "So a Reaper goes rogue and kills one of its own. That's what we're looking at here, right?" Characters also seem to be on the search for Leviathan as he takes control of various people, commenting "No sign of Leviathan at these coordinates" and "That mining facility... everyone there [is] under Leviathan's control."

Rebellion Pack



The **Rebellion Pack** arrives on Xbox Live, the PlayStation Network and PC on Tuesday, May 29 (Wednesday, May 30 on the PSN in Europe). The Mass Effect 3 Rebellion Pack will be bringing you more Gear, more Weapons, more Maps, and more Kits, available at no additional cost for anyone who redeemed an Online Pass for Mass Effect 3 on PC, PS3 or Xbox 360.

The Rebellion Multiplayer Expansion opens two new fronts against the Reapers. The new maps are Firebase Jade, a jungle reservoir Firebase Goddess on Thessia.

In-game reinforcement packs now include three new weapons (Reegar Carbine, Krysaë Sniper Rifle, Cerberus Harrier) as well as equipment, consumables, and six new characters from species that have lost lives or whole planets to the Reapers: Quarian Engineer and Infiltrator, Vorcha Soldier and Sentinel, Ex-Cerberus Adept and Vanguard.

Vorcha Soldier

Thanks to their unique physiology and their Bloodlust ability, the Vorcha are joining the fight and are perfectly suited for the utilitarian soldier kit.

Vorcha Sentinel

The innate aggressiveness found within the Vorcha make them shockingly durable combatants, and when coupled with their Flamer skill, the Vorcha sentinel is a force to be reckoned with.



Male Quarian Engineer

Quarians have spent centuries at perpetual salvage and ship repair; the survival of their species depends on this technical expertise. When bringing the new Arc Grenade to the fray, the Quarians prove their prowess as effective engineers on the battlefield.

Male Quarian Infiltrator

The Male Quarian Infiltrator must actively rely on stealth while in the heat of battle, and when they make use of their Tactical Scan ability, they quickly prove their mettle while continuously dishing out the pain.

Ex-Cerberus Vanguard

When the Illusive Man turned to indoctrination in order to ensure the loyalty of his troops, many Cerberus operatives defected and joined the Alliance in order to stop the Reapers. Now that we're on the same team, Ex-Cerberus Vandguards (along with their new Lash attack) are quickly proving their worth.

Ex-Cerberus Adept

A result of the Illusive Man's early experiments in enhanced human physiology, Ex-Cerberus subjects are highly skilled combat and biotics specialists. As a result, Ex-Cerberus Adepts can lay waste to the enemy with their Smash and Singularity powers.

New Maps

Firebase Jade

Surrounded by huge waterfalls, Firebase Jade overlooks an ancient reservoir built by the salarians centuries ago. Set up strategic chokepoints inside the base's main buildings to get the jump on your enemy, and work with your team to meticulously clear each room to achieve victory.

Firebase Goddess

Nestled in the epicenter of a Thessian metropolis, Firebase Goddess is one of the last strongholds of asari resistance against the Reapers. With its circular layout, Firebase Goddess is a tough location to control. This arena combines heavy cover and elevated firing positions, so stay light on your feet.

New Weapons

- Cerberus Harrier Assault Rifle – These Cerberus-modified Mattock rifles are fully automatic. Cerberus gunsmiths reined in the recoil issues, resulting in a gun that stay on target, but delivers slightly less punch per round than a standard Mattock. As such, the weapon is typically utilized by Cerberus' elite troopers, who train constantly to make every burst count.
- Reegar Carbine Shotgun – This electrical weapon improves upon the arc pistol's design by generating a sustained current on its target. This weapon is named for the Quarian Reegar family, whose marines have served valiantly against the Geth.
- Krysaë Sniper Rifle – This Turian antimaterial rifle is modified to kill Reaper enemies. The Krysaë's scope uses a rangefinder that adjusts to keep the target in proper proportion to the shooter, which comes in useful when the sniper is forced into close range. Its specialized ammunition is both armor-piercing and explosive. In a desperate move, the Turians released its specifications over the extranet so that nearly anyone with a fabricator could manufacture this weapon to help the war effort.

Resurgence Pack

The Mass Effect 3 Resurgence Pack is a free batch of downloadable content that offers new maps, weapons, consumables and characters.

Click this link to see the video

<http://www.ign.com/videos/2012/04/10/mass-effect-3-resurgence-dlc-firebase-hydra-gameplay>

</div>

The Asari Justicar Adept

Krogan Battlemaster Vanguard

Batarian Soldier

Batarian Sentinel

Geth Engineer

COST?

The Resurgence Pack will remain free until April 12, 2014.

Easter Eggs

This page gathers a list of Easter eggs and references to other games and popular culture in Mass Effect 3.

Star Trek: The Next Generation Reference

If you go to the bar on the port observation deck (Kasumi Goto's hang out from ME2) and turn left, you will come into a small area of the ship with a card table setup and a familiar looking insignia on the table. This is an homage to the card playing scenes from Star Trek: The Next Generation!

Blasto Buddy Cop Movie

On the Presidium Commons section of the Citadel, head to the Apartments area and, in the hallway, you can activate a movie advertisement on the wall. It involves Blasto, the Hanar Spectre with his Elcor partner.

Space Hamster

You can actually recover your space hamster from Mass Effect 2. Head to Engineering on the Normandy and go to the lowest level via the stairs. You may hear some squeaking here. If you are fast, you can catch your space hamster for your quarters. Squeak!

Tali and Garrus Caught in the Act!

Morinth Cameo Appearance

You must import a Mass Effect 2 save with Morinth alive for this Easter Egg. In the final battle of Earth: Part 1 right before you meet with Anderson at the camp, if you let Morinth live, Morinth will make a strange cameo. You will fight a banshee right before jumping on the ship to the camp and the name on the health bar will say "Morinth" instead of "Banshee."

Jack as a Phantom

You must import a Mass Effect 2 save with Jack alive for this Easter Egg. If you don't rescue Jack in Grissom Academy: Emergency Evacuation before Priority: Citadel 2 she will appear as a Phantom in Priority: Cerberus Headquarters in the Reaper Heart/Brain room. The lifebar for a Phantom will simply be renamed "Jack" and she will say "I will destroy you!"

Legion as Cerberus Assassin

You must import a Mass Effect 2 save in which you turned Legion over to Cerberus. In Priority: Cerberus Headquarters as you fight through the Reaper Heart/Brain room you'll come across a number of Cerberus Nemeses and a Geth named "Legion Assassin" that has the same appearance as Legion.

Prejek Paddlefish Intel Bonus

If you import a save from Mass Effect 2 with a live Prejek Paddlefish, take care of it carefully! Keep it alive through an entire Mass Effect 3 playthrough AND a Mass Effect 3 New Game+ playthrough you can get a special Intel Bonus from Liara's Quarters on the Normandy. The Prejek Paddlefish Bonus gives you a 10% bonus to either Weapon Damage or Power Damage.



In Memory of the Fallen

If you start a new save without importing, go to the crew deck and right in front of the elevator is a memorial of people who died in the past games. It could all depend on the customization at the start, but there are some familiar names among them such as your Yeoman Kelly Chambers and Thane Krios from Mass Effect 2, and Urdnot Wrex. If you imported a ME2 save game, characters who died in previous games (such as during the final mission in ME2) will be listed here, as well, including the crew-mates who died when the Collectors attacked the Normandy. If anyone on your crew--or anyone who were part of your crew in a previous game--die during ME3, their names will be added to the memorial as well.

Mordin Sings Again

After rescuing the female krogan, you can go to the medical bay to talk with her and Mordin. After Mordin returns to work you can talk to the female krogan again. If you select the dialogue option about Mordin, at one point in the conversation, he'll start singing to himself a catchy and familiar tune.

If you return to the medical bay again later (before the Shroud mission), he will sing a new song about the krogan, at her insistence.

Mass Effect 2 Horizon Reference

If you have played Mass Effect 2 you will notice upon leaving Horizon after the priority mission in Mass Effect 3, Commander Shepard will end the cut scene with almost exactly the same phrase, "I've had enough of this place."

The Hunt for Red October Reference

On your first mission with Tali, Joker activates the stealth drive saying "the only way they'll notice us is if everyone starts singing the Russian national anthem." A reference to The Hunt for The Red October.

Star Wars: The Empire Strikes Back Reference

On the side-quest where you evacuate some Cerberus scientists, the AA-Turrets fire a path for the evac-shuttle through enemy fighters, then a voice announces, that the first evac-shuttle has successfully started. This is followed by a cheer of the remaining crew, like in the Hoth scene in Star Wars V.

Shepard Gets Drunk

In Purgatory, you can get drunk and pass out. Drink three times at the bar, and the screen will fade out to black. When it fades in again, you will wake up on Aria's couch with her looking at you.

If you repeat this again right afterwards, when the screen fades to black, you will come to in the lift!

Shepard VI

In the Docks: Holding Area of the Citadel, near Cargo Hold:A, there is a woman who sells VI and has a Shepard VI standing in front of her shop, which she'll activate for you. If you talk to him, he will run through a number of Shepard-like sayings.

Teaser Trailer Reference

Right before you start Priority: Earth 2 you will enter the final room where Anderson and a few other characters are stationed. If you listen Carefully you will hear **Major Coates** talking about a dangerous sector on the map. He says that he has been in that sector for 3 days sniping from Big Ben. This is referring to the landmark building in London that is shown in the 2010 reveal trailer. And in it you see **Major Coates** sniping a reaper and saving some civilians and you hear his voice talking about the reaper invasion. Here is the trailer clip to see for yourself.

Aliens Reference

After the "Krogan Scouts" mission on Tuchanka which involves the Rachni you can speak to Joker in the cockpit to hear a reference to the movie "Aliens". Joker will talk about the Rachni and paraphrase a famous quote from the movie. "Should we nuke them from orbit? It's the only way to be... oh nevermind let's get out of here".

Secret Voice Commands

BioWare has confirmed there are secret Kinect voice commands in Mass Effect 3. Here is a list of all known secret commands.

Soldier	
<i>Command</i>	<i>Description</i>
"Boom Stick"	Equips Shotgun

shotty.

Equips shotgun

Original BattleStar Galactica Reference

While Leaving the Geth Dreadnought Joker says "Just waggle your wings or something so I know which one is you" Which is reference to the Episode The Hand of God.

More BattleStar Galactica References

After Legion comes aboard the Normandy go and speak to Javik. You will have an interesting conversation about the differences between AI and organics then he repeatedly insists you "Throw it out the airlock".

The name of the cafe in the Citadel Commons is called "Apollo's Cafe".

Matrix Movie Reference

after you completed the Rannoch: Geth Squadrons side quest. When you get back to the Normandy head to the front of the ship and speak to Joker and he will question you about reality and the virtual world which is a reference to the Matrix.

Conrad Verner

If Conrad Verner survived Mass Effect 1 and 2 he will appear in the Citadel in the Refugee Camp on level D2. After the first conversation if you keep talking to him he'll enter into a debate with Shepherd regarding the change from Heat sinking weapons to Thermal Clips (there was no "ammo" in the original Mass Effect, weapons had a cool down timer when firing. Thermal Clips were introduced in Mass Effect 2, effectively introducing a limited ammo system). Conrad will claim this is clearly a step backwards, as did many forums commentators.

He'll also apologise that he previously claimed you put a pistol to his head, even if maybe you hadn't. This is in reference to a plot hole in Mass Effect 2 when Conrad Verner claims you threatened him with a pistol in Mass Effect 1, even if your character hadn't.

Joker & Garrus Insult Comics

Visit the cockpit after Priority: Tuchanka 2 to find Joker and Garrus Vakarian exchanging insulting Turian and Human jokes.

The Voices of the Catalyst

At the ending of the game when Shepard speaks with the Catalyst you may notice the unusual voice of the Catalyst. The Catalyst actually has three voice actors and this is easier to notice if you listen with headphones. In the left speaker the Catalyst has the voice of a Jennifer Hale (Female Shepard), and in the right speaker you can hear the voice of Mark Meer (Male Shepard). The child voice is played in both.

Vancouver Skyline

During the prologue you can see a building off in the distance on the coast. This is a real building in Vancouver known as Canada Place

Don't Touch That

At the start of the Sur'Kesh mission, on an elevated platform on the right is a console. The salarian who stands there will tell you not to touch it. Go on, you know you want to.

Controversies

This page collects the various Mass Effect 3-related **Controversies**.

Mass Effect 3 Ending Controversy

The Endings of Mass Effect 3 are disappointing to some fans due inconsistencies between Mass Effect 3 and the other games in the trilogy, lack of coherency with certain scenes, and to a varying degree, the lack of impact the players' decisions had on the final sequences. Furthermore; initial promises made by Bioware and its spokespeople about the branching quality of the endings were also not fulfilled.

Spoiler - Click to see/hide

Particularly aggrieved fans have launched a campaign to get the Mass Effect 3 ending changed. There is even a Retake Mass Effect movement which is raising funds for the Child's Play Charity, in the hope of being taken seriously by BioWare. So far they have raised over \$69,500. Their mission statement reads "We would like to dispel the perception that we are angry or entitled. We simply wish to express our hope that there could be a different direction for a series we have all grown to love." [1]

One of Mass Effect 3's Endings

When asked if BioWare listens to feedback, BioWare Director Casey Hudson said, "We pay very close attention to it. It's very important to us and we will always listen to feedback, interpret it and try and do the right thing by our fans."

In a response to the huge fan feedback regarding Mass Effect 3's ending, Chris Priestly, Bioware's community coordinator, wrote on Bioware's official forums that they are waiting for the appropriate time to respond.

Priestly wrote: "we appreciate everyone's feedback about Mass Effect 3 and want you to know we are listening. Active discussions about the ending are more than welcome here, and the team will be reviewing it for feedback and responding when we can.

On March 19, 2012, BioWare further responded on Facebook by saying that nothing was off the table.

"We would like to clarify that we are actively and seriously taking all player feedback into consideration and have ruled nothing out. At this time we are still collecting and considering your feedback and have not made a decision regarding requests to change the ending. "[2]

- *See also: Mass Effect 3 Endings page.*

DLC Controversy

The first batch of DLC for Mass Effect 3, From Ashes, contains important story elements and an

important squad member. From Ashes is provided free for fans who purchase the Mass Effect 3 N7 Collector's Edition, or available for \$10 to everyone else. The content leaked to Xbox Live and caused controversy among fans unhappy with EA for releasing day one DLC.

Later, it was revealed that this squadmate's likeness was on the Mass Effect 3 disc, but BioWare confirmed that the remaining content, such as the assets for the DLC's quest and the character's dialog, was not on the disc.

BioWare's Response to the DLC Controversy

[3]

Tali's Photo Controversy



If you rekindle a romance with Tali in Mass Effect 3, she will give you a photo of herself for your bedstand. The photo has been identified as a doctored stock photo, which generated a minor controversy.

Some fans are upset Tali, a Quarian appears as a Human female in the photo. Also, the use of the stock photo itself seemed to some fans like it was 'shrugging off' a major reveal that should have had more attention put into it. nevertheless this image can be found on the internet by making a quick search "getty images hammasa royalty".

Character Importing Issues

There have been problems with importing previous saves on the Xbox 360. Namely if you tried to use a save on a system with a cloud save that wasn't made on the original system it won't be able to be used. The game will also not import the appearance of a Shepard created in the first Mass Effect.

Mass Effect 3 Space Controversy

Numerous issues came about when dozens of fans injured themselves in attempts to retrieve Mass Effect 3 from the wilderness in California. Fans at other sites have complained about the handling of the promotional campaign as well.

Did Mass Effect foreshadow Mass Effect 3's ending?

Kumun Shol is a Volus prophet who predicted the ending of Mass Effect 3, or at least facts about the series' ending, all the way back in Mass Effect.

In Mass Effect, when you scan the planet Klencory in the Newton system of the Kepler Verge cluster, you get this description (**spoilers below, but they are technically from Mass Effect**):



Klencory is famously claimed by the eccentric volus billionaire Kumun Shol. He claims that a vision of a higher being told him to seek on Klencory the "lost crypts of beings of light." These entities were supposedly created at the dawn of time to protect organic life from synthetic "machine devils." Shol has been excavating on Klencory's toxic surface for two decades, at great expense. No government has valued the world enough to evict his small army of mercenaries.[4]

In Mass Effect 3, the description reads:

Klencory is famously claimed by the eccentric volus billionaire Kumun Shol. His once-ridiculed visions of "beings of light" protecting organic life from synthetic "machine devils" don't seem quite so far-fetched now. His private army of mercenaries are well-established on the planet, waiting for husks to come knocking in on their door. In all likelihood, they will be obliterated by the molten metal of a Reaper orbital bombardment, on its way to somewhere important.

It turns out that Kumun Shol was right about a lot of what comes to pass at the end of Mass Effect 3.

Collector's Editions



There are three Collector's Editions for Mass Effect 3, the N7 Collector's Edition, the N7 Digital Deluxe Edition and the Mass Effect 3 Omni Blade Edition. The Omni Blade Edition is only available for Australia and New Zealand.

Mass Effect 3 N7 Collector's Edition Unboxing

Click this link to see the video

<http://www.ign.com/videos/2011/11/18/mass-effect-3-collectors-edition-unboxing-video>

N7 Collector's Edition

The retail N7 Collector's Edition includes:

- Steelbook Case featuring Male and Female Shepard
- 70 page Hardbound Art Book
- N7 Arsenal Pack
- Robotic Dog
- Squadmate Alternate Outfit Pack
- N7 Hoodie (in-game)
- Normandy Lithograph
- Fabric N7 Patch
- Mass Effect 3 Digital Soundtrack
- Avatar Items (Xbox 360)

- From Ashes DLC with Particle Rifle
- Limited Edition Mass Effect Invasion Comic

N7 Digital Deluxe Edition

The following items will be included in the N7 Digital Deluxe Edition:

- 70-Page Digital Art Book
- N7 Arsenal Pack
- Robotic Dog
- Squadmate Alternate Outfit Pack
- N7 Hoodie (in-game)
- Normandy Lithograph Print
- Mass Effect 3 Digital Soundtrack
- Limited Edition Digital Mass Effect Invasion Comic
- From Ashes DLC with Particle Rifle

Exclusive Pre-Order Armor and Weapons



Bioware announced various downloadable items that will be given to people that pre-order Mass Effect 3. The DLC items vary by retailer and may be limited to North American outlets.

Retailer	Pre-order Bonus
Everywhere (US)	M-55 Argus Assault
GameStop (US)	N7 Valkyrie Rifle, N7 Defender Armor
EA Origin (US)	AT-12 Raider Shotgun

Mass Effect 3 Omni Blade Edition

The Mass Effect 3 Omni Blade Edition is only available through preorder at EB Games Australia and New Zealand, and costs AU \$108. It comes with a Steelbook Case, the M55 Argus Rifle and an inflatable Omni-blade.



N7 Arsenal Pack

The N7 Arsenal Pack is the bundle of weapons that come with the N7 Collector's Edition and the N7 Digital Deluxe Edition. The weapons included are: the N7 Crusader shotgun, the N7 Eagle pistol, the N7 Hurricane SMG, the N7 Valient sniper rifle.

N7 Hoodie

The in-game **N7 Hoodie** will only be available to those that purchase the N7 Collector's Edition and N7 Digital Deluxe Edition.



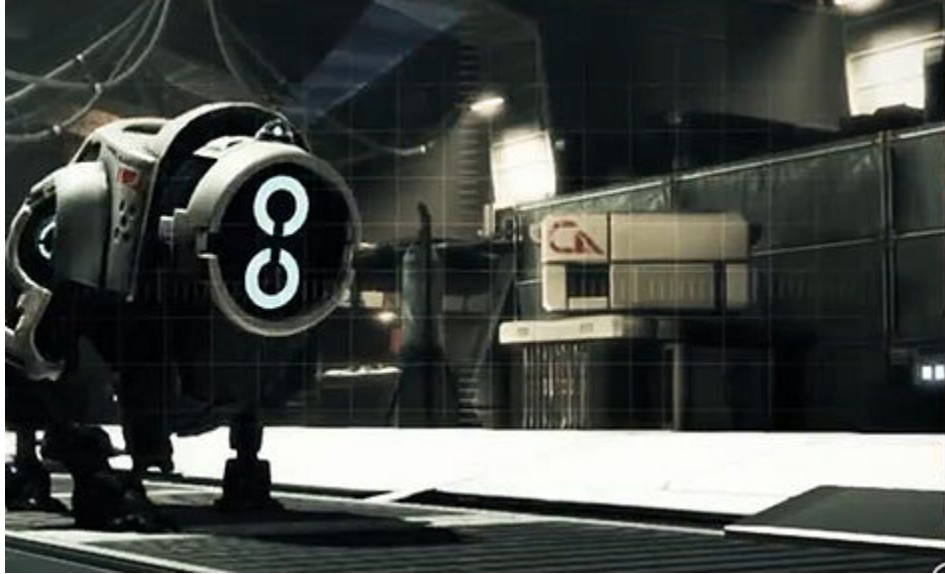
Squadmate Alternate Outfit Pack

The **Squadmate Alternate Outfit Pack** will only be available to those that purchase the N7 Collector's Edition and N7 Digital Deluxe Edition.



It provides a different outfit each for Ashley Williams, Liara T'Soni, James Vega, and Kaidan Alenko.

Robotic Dog



The Robotic Dog is listed as a piece of exclusive DLC with the N7 limited edition of Mass Effect 3. This companion will follow you while on board the Normandy.

Endings

There are 7 different **Endings** for Mass Effect 3, but they all have much in common. Changes in the ending sequence are based on two criteria:

1. A choice you make in the final stretch of Mass Effect 3
2. Your Effective Military Strength rating. This is your single-player Total Military Strength rating multiplied by a percentage (Readiness Rating) from multiplayer, the iOS game Mass Effect Infiltrator and the iOS application Mass Effect 3 Datapad. The default percentage is 50%; thus, you can play multiplayer/Mass Effect Infiltrator/Datapad to up your Effective Military Strength rating to over 4000 EMS to get the "best" endings.



Note: Your Paragon/Renegade status only affects a conversation just *before* the ending sequence. Click the spoiler tag to read more.
Spoiler - Click to see/hide

Note: To view multiple endings based on the "final choice," you will be allowed to restart the last stretch of the final level after watching an ending. However, if you play multiplayer or the iOS game Mass Effect Infiltrator to boost your Effective Military Strength rating to access additional endings, you will need to restart from the final attack on the enemy base for your boosted score to take effect. See this post (warning: some spoilers) for more details.

Spoiler-Free Zone

The various ending permutations are described below, but spoilers are hidden behind "spoiler tags". Requirements are not hidden. Use this section to plan out additional playthroughs to view all 7 endings.

End Game Chart

Below is a chart that describes the ending cutscene that you will see based on the choices you make in the game. Note that the Effective Military Strength values will slightly vary depending on your decision to save or destroy the Collector Base in Mass Effect 2. (Add 300 points to each tier if you imported a save with the Collector Base intact. [Note that saving the Collector Base gives you an extra 100 EMS, so you really only have to earn 200 extra EMS.] The game assumes that you destroyed the base if you do not import a save.)

- See also *End Game Chart - With Spoilers for a Spoiler Tag-free version of this chart.*

Effective Military Strength	Choice	State of Earth	State of Normandy	Shepard's Fate
0-1749	Destruction	Spoiler - Click to see/hide	Spoiler - Click to see/hide	Spoiler - Click to see/hide
	Control	Not an available choice		
	Synthesis	Not an available choice		
1750-2049	Destruction	Spoiler - Click to see/hide	Spoiler - Click to see/hide	Spoiler - Click to see/hide
	Control	Spoiler - Click to see/hide	Spoiler - Click to see/hide	Spoiler - Click to see/hide
	Synthesis	Not an available choice		
2050-2349	Destruction	Spoiler - Click to see/hide	Spoiler - Click to see/hide	Spoiler - Click to see/hide
	Control	Spoiler - Click to see/hide	Spoiler - Click to see/hide	Spoiler - Click to see/hide
	Synthesis	Not an available choice		
2350-2649	Destruction	Spoiler - Click to see/hide	Spoiler - Click to see/hide	Spoiler - Click to see/hide
	Control	Spoiler - Click to see/hide	Spoiler - Click to see/hide	Spoiler - Click to see/hide
	Synthesis	Not an available choice		
2650-2799	Destruction	Spoiler - Click to see/hide	Spoiler - Click to see/hide	Spoiler - Click to see/hide
	Control	Spoiler - Click to see/hide	Spoiler - Click to see/hide	Spoiler - Click to see/hide

Synthesis	Not an available choice			
2800-3999	Destruction	Spoiler - Click to see/hide	Spoiler - Click to see/hide	Spoiler - Click to see/hide
	Control	Spoiler - Click to see/hide	Spoiler - Click to see/hide	Spoiler - Click to see/hide
	Synthesis	Spoiler - Click to see/hide	Spoiler - Click to see/hide	Spoiler - Click to see/hide
4000+	Destruction	Spoiler - Click to see/hide	Spoiler - Click to see/hide	Spoiler - Click to see/hide
	Control	Spoiler - Click to see/hide	Spoiler - Click to see/hide	Spoiler - Click to see/hide
	Synthesis	Spoiler - Click to see/hide	Spoiler - Click to see/hide	Spoiler - Click to see/hide

Destruction, Control and Synthesis Explanation

The final choice in Mass Effect 3 consists of
 Spoiler - Click to see/hide

Other Ending Cutscene Differences

All ending cutscenes have a most things in common, with some very slight differences.

The shockwave:

Spoiler - Click to see/hide

The Normandy's fate:

Spoiler - Click to see/hide

Mass Effect 3 Ending Videos

Below are videos of the various endings of Mass Effect 3.

Ending 1: Synthesis

Ending 2: Destruction - Perfect Ending

Ending 3: Destruction - Good Ending

Note: Difference between Ending 2 and 3:
Spoiler - Click to see/hide

Ending 4: Destruction - Bad Ending

Note: Difference between Ending 3 and 4:
Spoiler - Click to see/hide

Ending 5: Destruction - Vaporization Ending

Ending 6: Control - Good Ending

Ending 7: Control - Bad Ending

Note: Difference between Ending 6 and 7:
Spoiler - Click to see/hide

Comparison of Most of the footage of 6 Endings (Missing "Perfect" Destroy ending)

Post-Credits Scene

You can watch the credits or skip them to see this final scene no matter what ending you get.

Extended Cut Endings

The Mass Effect 3 Extended Cut DLC adds several hours of cutscene content to the end of Mass Effect 3. BioWare issued the free DLC in response to Controversies about the Endings of Mass Effect 3. The **Extended Cut Endings** are "an expansion of the original endings to Mass Effect 3" but "does not fundamentally change the endings, but rather it expands on the meaning of the original endings, and reveals greater detail on the impact of player decisions."

BioWare recommends that players load a save game from before the Priority: Cerberus Headquarters mission of the game and play through to the end of the game. But, you can load the auto save named "Citadel: The Return" to get to the extended endings even faster. By doing this, however, you will miss new scenes on Earth, including Joker picking up a weakened squad and Shephard saying goodbye after the charge for the beam doesn't work.

Warning: This wiki article contains spoilers below this point.

Click this link to see the video

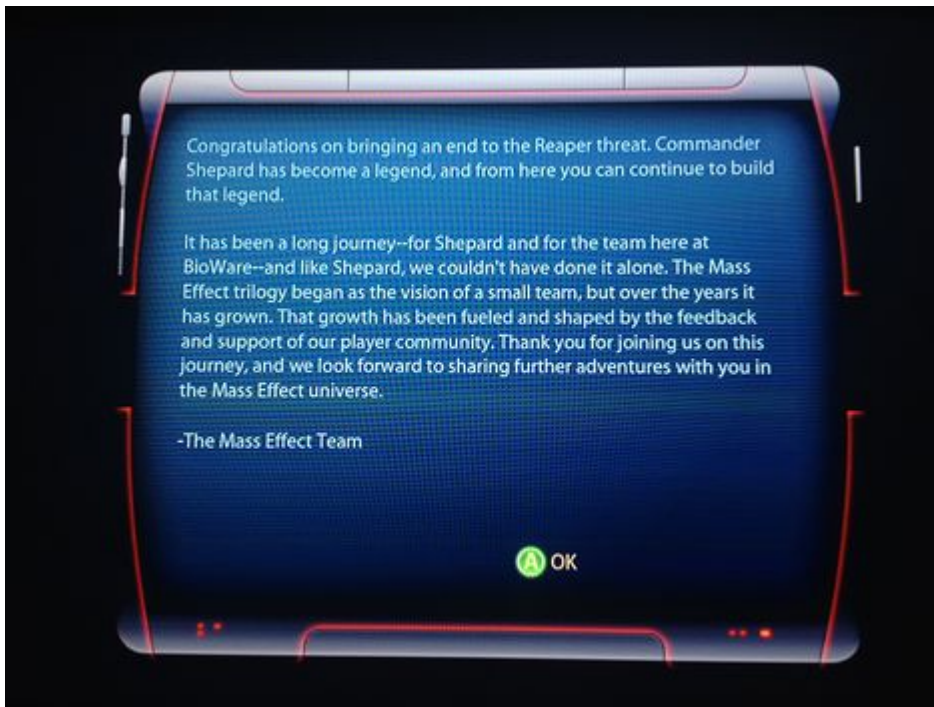
<http://www.ign.com/videos/2012/06/26/mass-effect-3-extended-cut-dlc-synthesis-ending>

Synthesis Ending - Embed Code

Other Extended Cut Additions

Many changes were made to the Extended Cut Endings in addition to the fourth Refusal option.

- During the run to the Conduit, the fate of two squadmates who are with Shepard is revealed. With a low EMS, both of them are killed by the reaper beam. With a high EMS, both of them are injured and taken back on Normandy. There is a special goodbye dialogue with your love interest, if you brought him or her to the final battle.
- The Mass Effect Relays are no longer destroyed in the Extended Cut Endings, but are damaged. In the Control ending, they are rebuilt by the Reapers.
- After the Normandy SR-2 crashes on the unknown planet, an additional scene shows the ship (now repaired) lifting off and flying into space.
- The following message now appears at the end of the credits:



The Extended Cut and Indoctrination Theory

Some changes made to the ending of Mass Effect 3 in the Extended Cut directly affect Indoctrination Theory.

The Rejection ending, that lets the Reapers essentially win, seems to be aimed at disproving this theory. However, Harbinger's voice can be heard during this Ending. This may indicate that he was the Star Child all along.

In the "High EMS" Destroy ending, the only ending where Shepard survives (shown in the pile of rubble breath scene) is left unexplained. However, in the Low EMS Destroy ending, there is a new scene with a similar pile of rubble in London. This may reaffirm Shepard was on earth the whole time. Unless the crucible is made of stone and rebar.

War Assets

You can gain War Assets from Side Missions, Scanning / Exploration and conversation choices. Galactic Readiness affects this directly and the percentage shows how much of the War Assets (Total Military Strength) can be used, which creates the Effective Military Strength (which is what determines the end result of the game). Your Galactic Readiness rating and War Assets can be viewed at the War Assets panel in the CIC on the Normandy.



Your Effective Military Score score directly affects the 16 Endings of Mass Effect 3.

To calculate your Readiness / Effective Military Strength rating, the game multiplies your Total Military Strength score (made up of **War Assets**) by the Readiness Rating percentage (a percentage you can ONLY increase via Multiplayer, and/or by playing either Mass Effect Infiltrator or the Galaxy At War mini game in Mass Effect 3 Data Pad on iOS).

Alien War Assets

Alien War Assets collect the efforts of many races that aren't part of the main push against the Reapers. Alien races that were once content to stay on the fringes of galactic politics are now stepping up to provide whatever is needed to win this war.

War Asset Info Needed

This page features information from game menus. It's okay to copy this information from the game menus, but NEVER from other sites.

Terminus Fleet

Military Strength: 50

Requirements: Complete the Aria Side Missions

The Terminus Fleet is an assortment of mercenary vessels and pirate ships bound together by little more than common geography and a fear of the Reapers. Despite this volatile mix, the Fleet seems to be functioning as one under the leadership of criminal warlord Aria T'Loak.

UPDATED

Military Strength: 50

Requirements: Complete Aria: Blood Pack Side Mission

The Blood Pack's mercenaries have been compared to floods, wildfires, and other calamities. It recruits krogan and vorcha, preferably those with no regard for collateral damage. On the rare occasion when brute force is insufficient, the Blood Pack is willing to deploy weapons of mass destruction normally banned in Citadel Space.

UPDATED

Military Strength: 50

Requirements: Complete Aria: Blue Suns Side Mission

This "private security group" is careful to maintain its image as a professional mercenary force. In reality, the Blue Suns have drifted further and further into becoming a full-blown crime syndicate. Despite this, their ruthless tactics are sought after in the Terminus Systems.

UPDATED

Military Strength: 50

Requirements: Complete Aria: Eclipse Side Mission

The Eclipse Corporation specializes in "smart" security solutions, developing tactics around surgical strikes, sabotage, and electronic warfare. These mercenaries are supported by a sizable army of

combat mechs, and rely heavily on tech for support in combat.

Rachni Workers

Requirements: Save Rachni Queen during the Side Mission Attican Traverse: Krogan Team with an imported character that had previously saved the Rachni Queen in Mass Effect 1.

Military Strength: 100

Not at all mindless insects, the rachni are capable of feats of engineering comparable with any sentient species. While initially greeted with suspicion, the rachni workers dispatched to the Crucible have integrated into the project smoothly. They work especially well on tasks that benefit from group work, and senior Crucible staff members are learning to trust the rachni with more complex problems.

Volus Dreadnought Kwunu

Military Strength: 50

The volus have only produced one dreadnought, the Kwunu, named after the diplomat who negotiated their client-race status with the Turians. The Kwunu is the only volus ship of its class, but it is remarkably well-armed. It's broadside cannons and main gun are all Thanix Magnetic-Hydrodynamic Weapons. A turian general touring the Kwunu after its maiden system-voyage enthusiastically declared that the ship could "char a planet three times over". While its construction was funded entirely by the Elkoss Combine corporation, the dreadnought was jointly gifted to the Vol Protectorate and Turian Hierarchy upon completion.

Shadow Broker Support Team

Military Strength: 40

The Shadow Broker's strength lies in her connections. Dr. Liara T'Soni has a team of operatives able to procure almost any supplies at any time, by using an extensive network of bribes, blackmail, and favors. This logistical support has become important to building the Crucible, as the disruption of communications and travel makes gathering resources risky at the best of times.

Elcor Flotilla

Military Strength: 40

The Elcor flotilla possesses a few cruisers and carriers, but its real value is troop transport. Because of their shape, the Elcor carry shoulder-mounted heavy weapons. VI-run systems handle reloading, targeting, and ammunition selection. It is not unusual to see a troop of Elcor soldiers toting rocket launchers, chainguns, and other intimidating weapons on their backs as if they weigh nothing at all.

Shadow Broker Wet Squad

Military Strength: 25

As the new Shadow Broker, Liara T'Soni has the loyalty of her predecessor's assassination squad, a small but lethal team of soldiers called on for the rare occasion when information isn't enough to silence a target. Their methods vary with each mission: from subtle poisonings to bombing entire buildings, the wet squad is dedicated to whatever range of destruction the new Broker requires. Dr. T'Soni has put them to work against the Reapers and Cerberus.

Volus Bombing Fleet

Military Strength: 75

Requirements: Convince Din Korlack during Citadel: Volus Ambassador

Volus prefer airpower in conflicts, counting on the Turians for ground support. They maintain several flotillas of heavy-bomber frigates capable of warfare in any atmosphere.

Batarian Fleet Edit

Military Strength: 100

The once formidable Batarian navy was all but annihilated when the Reapers struck Khar'Shan. The enraged survivors have gathered into a single remaining fleet. Batarian refugees are enlisting in the thousands, desperate for a sense of purpose after the destruction of their homeworld. No collection of vessels is more eager to engage the Reapers than Khar'Shan's last warships.

UPDATED

Military Strength: 15

Requirements: Import a Mass Effect 2 save where Balak escaped during Bring Down the Sky. Convince Balak in Citadel: Batarian Codes.

As the highest-ranking officer left in the Hegemony, Balak is now the last Batarian military leader. His leadership, drive, and barely contained fury have galvanized his troops. While Balak bears a deep hatred for the Alliance, he would do anything to save his people, and has grudgingly joined forces with humanity to stop the Reapers.

UPDATED

Military Strength: 40

Requirements: Kite's Nest: Pillars of Strength completed Batarian refugees are rallying around the Pillars of Strength, finding courage in this sacred, ancient artifact's recovery.

Citadel Defense Force

Military Strength: 10

The Council created the Citadel Defense Force to support Shepard in the war against the Reapers. The CDF includes ships and soldiers from every Council race. Compliments from a few species without official membership status have also quietly joined. After the attempted coup, no offer of assistance is being turned away by the Council and its advisors.

UPDATED

Military Strength: -2

Requirements: Support Refugee

An increase in refugees of the Citadel depleted resources that might have otherwise gone to defense systems and personnel.

UPDATED

Military Strength: 7

Requirments: Support Dock Officer

It has become easier for people to travel through Asari space to join family and friends on Thessia. The Citadel's security improved as a result of the number of refugees leaving the Citadel.

UPDATED

Military Strength: 5

Civilians volunteering at emergency clinics helped to save lives by processing patients, assisting doctors, and taking some of the burden off the Citadel's overtaxed medical staff.

UPDATED

Military Strength: 0

Warning people on the Citadel to prepare for the war has improved civilian readiness.

UPDATED

Military Strength: 8

Requirements: Authorize Partner Benefits Increase at Spectre Terminal

Commander Shepard restored duty pay to spouses and family of active service people, improving morale of the Citadel.

UPDATED

Military Strength: -4

C-SEC has been ignoring illegal sales of weapons to civilians. Some unlawful elements have taken advantage of this to build an arsenal, increasing the crime rate as they settle old scores.

UPDATED

Military Strength: 7

A con artist exploiting refugees thrown off the Citadel. Security improved on the docks was a result.

UPDATED

Military Strength: 7

Spectre authorization released medical supplies from Customs to Huerta Memorial Hospital, improving the quality of patient care.

UPDATED

Military Strength: 7

A Spectre gave C-Sec permission to tap into surveillance on private citizens. C-Sec used the footage to make several arrests, improving security.

UPDATED

Military Strength: 7

C-Sec was authorized to train a civilian militia, strengthening their defense forces.

UPDATED

Military Strength: 5

Housing was found for students from Grissom Academy too young to work on the Prothean device. These gifted teenagers have been helping, however, by dealing with any repetitive problem that can't be delegated to VIs.

UPDATED

Military Strength: -2

C-Sec is focusing on smaller crimes and misdemeanors. This has spread their forces thin, decreasing efficiency when dealing with larger threats.

UPDATED

Military Strength: 5

After reassurances that keeping money in the bank is critical to the war effort, volus merchants are making donations to relief efforts and defense forces on the Citadel.

UPDATED

Military Strength: 8

Requirements: Complete the Side Mission Citadel: Target Jamming Technology

Geth jamming frequencies upgraded the Citadel's automated defences.

UPDATED

Military Strength: 8

Requirements: Complete Citadel: Cerberus Automated Turret Schematics Side Mission

Schematics, recovered by Commander Shepard, are helping C-Sec easily locate and shut down active turrets left by Cerberus on the Citadel.

UPDATED

Military Strength: 8

Requirements: Complete Citadel: Biotic Amp Interfaces Side Mission

Schematics of advanced biotic amplifiers from Grissom Academy increased the endurance of the Asari under fire.

UPDATED

Military Strength: 40

Requirements: Complete Irune: Book of Plenix Side Mission

The Book of Plenix declares that every volus must aid those in need during times of war. News of the book's recovery inspired many volus citizens to donate generous amounts of Citadel charities and defense funds.

UPDATED

Military Strength: 40

Requirements: Complete Dekuuna: Code of the Ancients Side Mission

The Elcor rejoiced when the Code of the Ancients was recovered. With hope restored, they rallied to help move supplies on the Citadel to the war effort.

UPDATED

Military Strength: 40

The recovery of Rings of Alune, named after a revered Asari physician, inspired Asari civilians to volunteer at Citadel refugee clinics and hospitals.

UPDATED

Military Strength: -4

Requirements: Authorize Asari Huntress Weapon Permit at Spectre Terminal

Doctors at Huerta Memorial Hospital were discouraged by their failure to prevent the suicide of an Asari commando in their care.

Spectre Unit

Military Strength: 40

Requirements: Complete the Side Mission Citadel: Hanar Diplomat; Jondam Bau must survive (Renegade interrupt) or must have imported an Mass Effect 2 save with Kasumi Goto surviving the suicide mission

Spectres are the right hand of the Citadel, enforcing laws and stopping crimes with galactic repercussions. While Spectres usually work alone, the Reaper threat gave cause for these extraordinary agents to assemble in an elite unit capable of operating in enemy territory without backup. Spectre Jondum Bau, while not their official leader, is the group's spokesperson. He has passed on important intelligence gathered by the unit to Hackett and the Fifth Fleet.

Hanar and Drell Forces

Military Strength: 50

Requirements: Complete the Side Mission Citadel: Hanar Diplomat; Jondam Bau must die and virus stopped (skip Renegade interrupt) or must have imported an Mass Effect 2 save with Kasumi Goto surviving the suicide mission

The Hanar have sent their warships to engage the Reapers to repay Commander Shepard for saving their homeworld. Though their navy is relatively small, the Hanar have also provided the services of their best drell combat specialists. They are accomplished spies, saboteurs and assassins, trained at an extremely young age. While the Hanar are normally loath to send trusted allies into open warfare, these are desperate times.

UPDATED

Military Strength: 8

Requirements: Complete the Side Mission Citadel: Alien Medi-Gel Formula

A medi-gel formulated especially for the Hanar has been distributed to Hanar civilians and fleet captains.

Alliance War Assets

The **Alliance War Assets** are primarily Human-based assets. Many depend on imported decisions on a Mass Effect 2 save. The Systems Alliance represents humanity's economic, political and military reach throughout the galaxy. Its naval forces are led by Admiral Steven Hackett.

War Asset Info Needed

This page features information from game menus. It's okay to copy this information from the game menus, but NEVER from other sites.

Alliance Engineering Corps

Military Strength: 130

The Alliance Engineering Corps cuts roads through mountains and builds bases on asteroids. While the bulk of the AEC has active wartime duties, their brightest are helping build a device of Prothean origin recovered on Mars. Due to the staggering amount of raw materials required, the AEC has been given unprecedented emergency funding for any Alliance resources that will not interfere with the deployment of troops.

Updated

Requirements: Save Rachni Queen Surrogate during the Side Mission Attican Traverse: Krogan Team **without** having saved the Rachni Queen in Mass Effect 1. (Will not occur if the Rachni Queen was saved in ME1.)

Military Strength: -100

The last reports from the AEC were little more than officers screaming about Rachni flooding into their barracks, scything through unsuspecting scientists. After a brave, but brief, battle, the core of the Alliance Engineering Corps was wiped out by their traitorous alien "allies."

Updated

Requirements: Finish the Side Mission Valhallan Threshold: Prothean Data Drives

Prothean Data Drives discovered by Sonax Industries have been turned over to Alliance engineers.

Updated

Requirements: Finish the Side Mission Hades Nexus: Obelisk of Karza

The Prothean artifact known as the Obelisk of Karza is inscribed with specific, technical terms and measurements--useful in decrypting the blueprints to the Crucible.

Updated

Requirements: Finish the Side Mission Hades Nexus: Prothean Sphere

Alliance Scientists analyzing a Prothean Sphere recovered from the Hades Nexus gathered useful data from their research.

Updated

Requirements: Finish the Side Mission Athena Nebula: Hesperia-Period Statue

The base of a Hesperia-period statue is covered in Prothean writing. Translations have proven useful to engineers working on the Prothean device.

103rd Marine Division

Military Strength: 100

The old saying "every marine is a rifleman" still holds true in the Alliance. Every marine enlistee, from clerks to sniper, goes through a period of infantry training. As a result, the 103rd Marine Division is Earth's largest collection of Special Forces soldiers. Officers from notable battles, such as the Skyllian Blitz and the First Contact War, run harsh training exercises in a variety of environments, insisting the marines be prepared to storm any beach, on any planet. This training has been useful in the Reaper War, as the 103rd can be fighting in the arctic desert one week, crawling through jungles the next.

Updated

Military Strength: 20

Nicknamed the Bridge Burners, Team Zeta are combat engineers who specialize in destroying enemy fortifications in hostile territory. This tight-knit group of men and women are respected for their knowledge, renowned for their tenacity, and infamous for their enthusiasm.

Updated

Military Strength: 25

The Alliance Marine Reconnaissance Unit flies recon drones and occasionally puts live recon teams into play. AMRU works hard to ensure information is up-to-date, using VIs to disseminate intel as quickly as possible.

Updated

Military Strength: -50

Requirements: Do not complete the Arrival DLC for Mass Effect 2

Admiral Hackett dispatched marines to the planet Aratoht to rescue a deep cover agent, Dr. Amanda Kenson. The teams were killed in an explosion that wiped out both the colony and the system's relay.

The Alliance spent weeks piecing together scattered radio transmissions, learning that the marines felt they had no choice but to send an asteroid into the relay to prevent invasion by the Reapers. While it bought the Alliance some time, the men and women lost on the mission were a severe blow to the 103rd Marine Corps.

Updated

Military Strength: 50

Requirements: Have the Grissom Academy students support the Alliance at the end of Grissom Academy: Emergency Evacuation

Biotic students from the Grissom Academy have joined the 103rd Marine Division as a support unit. The students focus their biotics into barriers that shield the marines and help control the flow of battle.

Updated

Military Strength: 5

Requirements: Choose the Paragon response in the Diana Allers interview after Priority: The Citadel 2

Commander Shepard's interview with Diana Allers about the attempted takeover of the Citadel noted Cerberus's tactical missteps, which improved the morale of Alliance ground forces.

Admiral Mikhailovich

Military Strength: 25

Requirements: Do not save the Council during the Race Against Time: Final Battle in Mass Effect. You cannot complete The Destiny Ascension.

When the Reaper called Sovereign attacked the Citadel in 2183, Rear Admiral Mikhailovich led the 63rd Scout Flotilla against it. The 63rd suffered the fewest losses of any Alliance flotilla during the Battle of the Citadel, while providing critical support for the Fifth Fleet's carriers and dreadnoughts. The Alliance promoted Mikhailovich from Rear Admiral to Admiral after the battle, and tasked him with rebuilding and upgrading his ships.

Alliance First Fleet

Military Strength: 90

The First Fleet was stationed near the Charon relay when the Reapers invaded the Sol System. By the time Admiral Hackett issued the order to retreat, its size--once the largest in the Alliance navy--had been cut in half. Commanding Admiral Ines Lindholm made the painful decision to use a tenth of

the fleet's remaining vessels as cover so the remainder could escape. Her gamble paid off, as the First Fleet limped out of the relay to rally with the rest of the Alliance forces on the run.

Updated

Military Strength: 15

Requirements: Recover the Alliance Frigate Agincourt item (Scanning)

The SSV Agincourt was one of many Alliance ships that saved the colony world Elysium from pirates and slavers during the Skyllian Blitz in 2167. In order to stay with his vessel and crew, its captain refused promotion after the Blitz.

Updated

The SSV Leipzig was the first Alliance frigate to field-test the Thanix cannon, a compact version of a Reaper weapon developed after the Battle of the Citadel. The Leipzig's captain was so pleased with the results, she gave her unconditional recommendation that the Alliance begin mass-producing the cannon as soon as possible.

Updated

Military Strength: -25

Requirements: Save the Council in Mass Effect

This fleet lost a third of its vessels protecting the Council during the Battle of the Citadel two years ago. Unfortunately, the Alliance did not have time to rebuild the fleet to its previous strength before the Reapers invaded.

Updated

Requirements: Finish the Side Mission Citadel: Chemical Treatment

Improved treatments for chemical burns are being implemented by Alliance doctors and medics.

Alliance Third Fleet

Military Strength: 90

Stationed at Arcturus, the Third Fleet is headed by Admiral Nitesh Singh. When the Reapers came for the station, Singh had already pulled his command ship, the SSV Logan, back to an ideal firing position for its mass accelerator cannons. The dreadnought's guns managed to slow down a destroyer before it could demolish the Third Fleet, but Singh was forced to retreat in the face of overwhelming opposition from the Reapers.

Updated

The SSV Nairobi is a top-of-the-line cruiser, with the showroom finish of a ship just off the factory line. As it has never seen warfare, the Nairobi's officers have been running mock battles in preparation for real enemy contact.

Updated

The Trafalgar was in the middle of an engine overhaul when a Cerberus flotilla engaged it in a firefight. Barely escaping on auxiliary power, its crew later finished upgrading the ship in record time after meeting Alliance forces.

Updated

Military Strength: -25

Requirements: Save the Council in Mass Effect 1

This fleet lost a third of its vessels protecting the Council during the Battle of the Citadel two years ago. Unfortunately, the Alliance did not have time to rebuild the fleet to its previous strength before the Reapers invaded.

Updated

Military Strength: -4

Requirements: Grant Private Talavi's transfer at Spectre Terminal

Human forces fighting Cerberus took losses, due in part to a shortage of engineers in the Alliance Third Fleet.

N7 Special Ops Team

Military Strength: 75

Requirements: Promote a Multiplayer character

No species can remain neutral during the Reaper conflict. Allied forces are recruiting anyone, soldier or mercenary, smart, fast, and tough enough to survive galactic war. The most experienced operatives form squads to secure objectives, evacuate civilians, and battle Cerberus or the Reapers deep in enemy territory. Initially led by N7 Alliance marines, these squads have been nicknamed the N7 Special Ops. In light of these teams' exemplary service and remarkable bravery, the Alliance has allowed this unofficial name to spread across the ranks as a sign of respect for their efforts.

Dr. Karin Chakwas

Military Strength: 10

Requirements: Only available if left behind on the Citadel

Dr. Karin Chakwas served on board both the SSV Normandy and the Normandy SR-2 as resident doctor and primary medical researcher. A graduate of Earth's prestigious University of Mumbai, Chakwas's research background has allowed her to contribute to the effort to decode the Prothean device found on Mars; some of its material components require careful chemical analysis to ensure they are used properly in the cooling systems.

Kahlee Sanders

Military Strength: 15 or 20 (20 if Ensign Prangley survives Grissom Academy: Emergency Evacuation)

Requirements: Complete the Side Mission Grissom Academy: Emergency Evacuation

First Lieutenant Kahlee Sanders joined Grissom Academy's board of directors after she gave up her military career. When the Cerberus raid on the academy was thwarted by Commander Shepard, Sanders joined with Alliance engineers working to recreate the Prothean device found on Mars. Her past work as a systems technician, specifically studying synthetic intelligence, has helped decode some of the complex feedback systems that control the weapon's energy.

Updated

Military Strength: 5

Requirements: Save students during the Mission Grissom Academy: Emergency Evacuation

Some of Grissom Academy's more technically minded students were saved from Cerberus by Commander Shepard. They've met up with Sanders, contributing their brainpower to some of the problems she's been tackling.

Updated

Military Strength: 5 Requirements: If Paragon route is used in the Overlord DLC for Mass Effect 2.

David Archer is another refugee from Grissom Academy working on the device. Despite his youth, Archer's theories on interstellar cross-modulation have won him respect with the project's scientists.

Jack

Military Strength: 25

Requirements: Complete the Side Mission Grissom Academy: Emergency Evacuation and import Jack.

Jack, formerly known as Subject Zero, may be the most talented biotic of her time. After helping Shepard destroy the Collectors, she was offered a teaching position at Grissom Academy by the Alliance. Accepting the position for reasons of her own, Jack continued to hone her skills while training her students. Grissom Board of Directors member Kahlee Sanders has vouched for Jack's energetic, if unorthodox, teaching style, impressed with the inroads made with the children under the rogue biotic's care.

Arcturus First Division

Military Strength: 60

The Arcturus First Division is a volunteer army of civilians, paramilitary forces, and reserve soldiers, who have banded together to stop the Reaper occupation of the planet Benning. To avoid detection by Reaper forces, its members operate in cells, never staying in one place long. A handful of Alliance officers are coordinating the First Division, sharing intel and sending supplies to resistance soldiers. A few Alliance squadrons have been spared to support Benning's makeshift army with trained soldiers.

Alliance Cruiser Shanghai

Military Strength: 40

The Shanghai's most important part in the Reaper war to date was the evacuation of the colony Uqbar. Alliance intel reported Reaper forces headed toward Uqbar, but as a cruiser, the Shanghai was unable to land on the medium-gravity world. The Shanghai's captain quickly dispatched all its shuttles to help transport hundreds of colonists onto the ship. Making over 41 shuttle runs in a single hour, the Shanghai managed to evacuate the entire remaining population. When Reaper forces arrived, Uqbar's capital city was as empty as if it had never been inhabited at all.

Rogue Fighter Pilots

Military Strength: 20

Requirements: Talk to Cortez aboard the Normandy and on the Citadel (no Romance required).

When humanity began to expand its borders, experienced pilots were needed to establish colonies in the uncharted reaches of space. Some Alliance personnel heeded the call, and these luckless men and women have since been driven out of their colonies by the invading Reapers. After speaking with Lieutenant Steve Cortez, a few of these highly skilled fighter pilots agreed to fly against the enemies who destroyed their homes.

Alliance Fifth Fleet

Military Strength: 90

The Fifth Fleet became famous across the galaxy after spearheading Alliance forces at the Battle of the Citadel. It was guarding Arcturus Station when the Reapers attacked. After a bloody and desperate battle, Admiral Hackett gave the order to retreat, sacrificing the entirety of the Alliance Second Fleet to give the Third and Fifth the chance to escape. The Fifth Fleet's engineers are busy repairing its damaged vessels, grimly anticipating a return to Earth and revenge against the Reapers.

Updated

The original SSV Hong Kong was destroyed in the Battle of the Citadel, when its captain threw her ship in front of a blast meant for a dreadnought. The ship's frame was later melted down and incorporated into the framework of a new frigate "rebuilt" as its successor.

Updated

Military Strength: -25

Requirements: Save the Council in Mass Effect

This fleet lost a third of its vessels protecting the Council during the Battle of the Citadel two years ago. Unfortunately, the Alliance did not have time to rebuild the fleet to its previous strength before the Reapers invaded.

Updated

Military Strength: 5

A pair of entrepreneurs was persuaded to switch from creating financial programs to advanced weapon-targeting VIs, and to sell them to the Alliance just above cost.

Updated

Requirements: Complete Citadel: Improved Power Grid

Krogan power grids are supplying energy to Purgatory, allowing club to operate as usual--improving the morale of soldiers on shore leave.

Updated

Military Strength: 10 (only available if Council died in Mass Effect)
Requirements: Authorize the Civilian Consultant at Spectre Terminal.

Some smugglers were surprisingly helpful to the Alliance by finding desperately needed military equipment.

Updated

Military Strength: 5

Requirements: Choose Renegade interview options when talking to Diana Allers after Priority: Citadel 2

Commander Shepard's Interview with Diana Allers about the attempted takeover of the Citadel stressed internal security as a top priority. Alliance fleets have since increased these security measures.

Diana Allers

Military Strength: 5

Alliance News Network reporter Diana Allers has been broadcasting from the Normandy, interviewing crew members and high-ranking Alliance officers to give the galaxy an "insider's view" of the war.

Alliance Frigate Normandy SR-2

Military Strength: 50

When the original SSV Normandy was destroyed, Cerberus rebuilt the ship from stolen Alliance plans. Dubbed the SR-2, the Alliance took the new Normandy apart and refitted some of its systems with new technology of its own. As a result, the SR-2 Normandy is the highest-performing frigate in the entire Alliance navy, and possibly the fastest ship in its class. The Normandy is commanded by Shepard, an Alliance officer and humanity's first Spectre.

Updated

Requirements: If the Thanix Cannon was purchased in Mass Effect 2

To bolster the Normandy's firepower, Commander Shepard installed a Thanix Magnetic-Hydrodynamic Cannon on the ship's undercarriage. Based on Reaper technology, the powerful weapon fires molten metal accelerated to a fraction of the speed of light.

Updated

Requirements: If the Silaris armor was purchased in Mass Effect 2

Before taking on the Collectors, Commander Shepard reinforced the Normandy's superstructure with Silaris armor. This protective layer of carbon nanotube sheeting can withstand temperatures that would instantly vaporize more conventional armor.

Updated

Requirements: If the Cyclonic Barrier Technology was purchased in Mass Effect 2

The Normandy has been upgraded with Cyclonic Barrier Technology, allowing the ship's mass effect field projectors to fire rapidly oscillating barriers that deflect rather than directly absorb kinetic shocks.

Mineral Resources

Military Strength: 10, 25, or 100 (Depends on from ME2 save.)

Commander Shepard uncovered significant elemental deposits while scanning planets with the Normandy SR-2. When the Alliance dry-docked the Normandy, they seized all recovered elements. This material surplus has gone toward building the Prothean device discovered on Mars.

Zhu's Hope Colonists

Military Strength: 30

The asari Shiala was rescued by Commander Shepard from the Thorian on Zhu's Hope. Now she leads a militia of Zhu's Hope colonists waging a surprisingly effective campaign against encroaching Reapers. Shiala suspects the group's prior connection to the Thorian gives their soldiers an uncanny ability to sense one another, allowing them to think and act as one in battle. The long-term consequences of this connection are unknown, but for now at least, its effects are helping the cause.

Khalisah Bint Sinan al-Jilani

Military Strength: 10

Requirements: Be nice to the reporter Westerlund News Reporter Khalisah Bint Sinan al-Jilani reached out recently to her viewers with a wartime plea for unity and cooperation among all galactic species.

Updated

Her sincerity touched extranet viewers and donations for war relief efforts are pouring in, both to the

Alliance and its alien allies.

Eden Prime Support

Military Strength: 25

Requirements: Complete the Mission Priority: Eden Prime Eden Prime is an agrarian world, producing millions of tons of food that is sold to less arable planets. The Alliance has set up supply lines from this colony to funnel excess provisions to its troops.

Updated

Military Strength: 25

Requirements: Find one piece of intel during the Mission Eden Prime: Resistance Movement

A few researchers who studied Prothean technology on Eden Prime avoided capture by Cerberus. They've forwarded copies of their work to the Alliance, hoping it can help build the Prothean device found on Mars.

Updated

Military Strength: 25

Requirements: Get two pieces of intel during the Eden Prime: Resistance Movement

Although its military defenses were seriously damaged by the Cerberus invasion, Eden Prime's remaining government has loaned the Alliance several Athabasca-class supply freighters.

Updated

Military Strength: 25

Requirements: Find all intel during the Mission Eden Prime: Resistance Movement

Eden Prime's colonists drove Cerberus away from their system entirely. With its shipping lanes secure, the colony is sending out as many supplies and equipment as it can spare.

Kasumi Goto

Military Strength: 25

Requirements: Complete Kasumi: Stolen Memories DLC in Mass Effect 2. Import a save. Complete the Mission Citadel: Hanar Diplomat and Kasumi's survival in the Suicide Mission

Kasumi Goto is wanted in over a dozen systems for sabotage, hacking, theft, and a laundry list of other crimes. The Alliance is willing to overlook Goto's indiscretions in exchange for her help with the Crucible. In addition to her expertise with electronic security systems, Goto can acquire important technology thought lost or stuck deep in enemy territory. No one dares ask how she acquires these items.

Zaeed Massani

Military Strength: 25

Requirements: Import a save with Zaeed. Complete the Side Mission Citadel: Volus Ambassador and Zaeed's loyalty mission in Mass Effect 2.

Zaeed Massani had a reputation as one of the most relentless and efficient mercenaries in the Terminus Systems. Cerberus contacted Massani a few months after the Collectors were destroyed and offered him a job. Negotiations ended badly, and Massani now seeks out jobs that oppose his former employer's interests. He brings years of experience and finely honed survival skills to the fight against the Reapers.

Alliance Naval Exploration Flotilla

Military Strength: 75

In peace time, the Alliance's Naval Exploration Flotilla is used as a survey force to chart out new systems. The NEF came under fire in 2185, when several dozen service people were charged with withholding information on rich mining deposits in order to sell the locations to the exploration firm, Baria Frontiers. The Alliance attempted to hide the controversy to little avail, as more and more officers were indicted. Eager to bury its shady history, the NEF has dedicated its entire flotilla and material resources to constructing the Crucible.

Communications Arrays

Military Strength: 50

Requirements: Complete the Side Mission N7: Communication Hub

Before fleeing Ontarom with Commander Shepard's help, technician Grace Sato saved a copy of the schematics for the Alliance's most advanced communications relay. Sato will use these advanced schematics to build several smaller arrays to collect crucial intel from points in various systems.

Alliance Sixth Fleet

Military Strength: 90

Requirements: Complete the Side Mission Priority: Horizon

The Alliance's Sixth Fleet was traveling through Council space when Earth was invaded. The men and women on board watched helplessly as footage of the devastation rolled in. Their last order from Admiral Hackett was to avoid engagement and lay in reserve. After waiting for so long, the Sixth Fleet is eager to finally engage the enemy.

Alliance Spec Ops Team Delta

Military Strength: 35

Requirements: Scan on Asgard system planet Loki in Exodus Cluster

Half of team Delta's officers have an N5 designation, with a few N6 soldiers in the ranks. They specialize in conflicts outside Citadel space. Delta is known for strict admission standards, professionalism on high-stakes missions, and the Alliance's loudest parties. When asked how senior staff looks at their off-duty rowdiness, Captain Matthew Brown was quoted saying "After the shit we went through in the Terminus Systems, they're just happy we're not burning down the base."

Biotic Company

Military Strength: 75

Requirements: Complete the Side Mission Grissom Academy: Emergency Evacuation. Choose to send the students to war.

By pooling their powers together, these gifted students from Grissom Academy can launch biotic artillery strikes that impact targets with the force of a bomb. The process is taxing, but devastates any enemy's front lines. While they've only had a few months of training, Grissom's students are eager to prove themselves in the war.

Asari War Assets

The Asari are the oldest race in the galaxy. They are sending all the commandos and fleets it can spare. They're coordinated by Asari High Command, a core leadership of commandos and politicians from numerous Asari worlds.

War Asset Info Needed

It's okay to copy this information from the game menus (see Alien War Assets for formatting), but NEVER from other sites.

Asari Science Team

Military Strength: 90

Many respected Asari scientists have used their long life spans to become leading experts in their fields. Asari scholars often gain perspective on how cultural shifts affect society, grasping the larger contextual forces behind new proposals and using this to springboard into hypotheses years ahead of their time. The Asari science team working on the Crucible consists of some of the keenest scientific mavericks in the galaxy, eager to contribute to its construction.

Asari Second Fleet

Military Strength: 90

The Asari Second Fleet is largely composed of frigates and fighters, embodying the Asari's hit-and-run mindset with a nimble swarm rather than a slower collection of vessels. The Second is normally dispatched to protect colonies from pirate raiders or mercenary activity. The Second Fleet's fighter squadrons are intensely competitive, racing to break new records set by other teams, but unquestioning loyal to each other in a fight.

Updated

Military Strength: 25

A group of Asari mercenaries "sent by matriarch friend of Commander", have volunteered their services. They'll ride with the Second Fleet, deploying to combat zones as required.

Updated

Military Strength: 8

Requirements: Complete Citadel: Reaper Code Fragments Side Mission

Shepard passed a Reaper code fragment to Asari High Command. An isolated copy will help predict Reaper movements.

Asari Sixth Fleet

Military Strength: 90

The Sixth Fleet has more dreadnoughts than any other collection of ships in the Asari Navy. An almost superstitious dread has grown around its entrance into conflict, as any war with the fleet has never remained small. It was the Sixth Fleet that flew against the rachni in the beginning of the Rachni Wars, and it was the Sixth Fleet that liberated the first colony under siege in the Krogan Rebellions. Unfairly or not, its service people have a reputation for being sober, serious, and humorless. Nevertheless, the Sixth Fleet is a welcome sight for any ally when it arrives.

Updated

Military Strength: 40

The Library of Asha contains definitive works by Asari on the art of war. These texts have been distributed as standard training manuals to all Asari recruits.

The Destiny Ascension

Military Strength: 70

Requirements: Import a save with this ship intact after Race Against Time: Final Battle (the Citadel battle). You cannot have both this and Admiral Mikhailovich (**Military Strength: 25**).

The Destiny Ascension is the flagship of the Citadel Fleet, a powerful Asari dreadnought unlike any other vessel in the galaxy. Captained by Matriarch Lidanya, the Destiny Ascension evacuated the Council during the 2183 Battle of the Citadel but was crippled by attacking geth. Alliance fleets came in, taking heavy fire but saving the Ascension and the Council from destruction. The Asari have repaired and upgraded the dreadnought's shielding and firepower, committing the formidable ship to the fight against the Reapers.

Asari Commandos

Military Strength: 20

Requirements: Finish Kallini: Ardat-Yakshi Monastery Side Mission

Asari Commandos train from an early age to control their minds and bodies, seeking the ultimate economy of thought and movement. They are taught that each shot and each decision be made without hesitation. While exact training methods vary among teams, all commandos are consummate professionals. Their ambushes, quick strikes, and clever tactics have bested larger, well-armed units in thousands of recorded conflicts.

Samara

Military Strength: 25

Requirements: Finish Kallini: Ardat-Yakshi Monastery with Samara imported from a Mass Effect 2 save. Samara must survive the Side Mission as well.

The justicars are an ancient Asari order dedicated to finding and punishing those who would harm others. They rigidly adhere to the Justicar Code, a comprehensive, complicated list of laws. By assaulting the innocent, slaughtering the helpless, and refusing to acknowledge any authority above themselves, the Reapers are an affront to nearly everything the Code stands for. The Justicar Samara has set aside all other responsibilities, pledging to stop the Reapers, even if it kills her.

Dr. Jelize

Military Strength: 25

Dr. Jelize, the Asari scientist found on the research station in the Silean Nebula, was working on a paper that argued nanocircuitry could solve complex behavioral problems in commercial VIs. The doctor's theoretical work seems to be supported by data in the Crucible's blueprints. She now heads the department building the weapon's circuit boards.

Armali Sniper Unit

Military Strength: 30

The Armali Sniper Unit is an elite team of Asari commandos who favor long-distance engagement. Some of the unit's soldiers have augmented themselves with strength-boosting cybernetic implants, allowing them to fire heavier guns, like the 39-kilogram M-98 Widow antimateriel rifle, with incredible precision.

Serrice Guard

Military Strength: 30

The Serrice Guard set out to stop Blood Pack mercenaries attempting to enslave Asari colonies in the Terminus Systems. After a ship-to-ship fight, the commandos and merc clash-landed. With no mean to contact Thessia, the surviving Asari continued to engage the grounded Blood Pack, whittling down the frustrated slavers with traps, ambushes, and nighttime offensives. After nine days and more than 100 casualties, the Blood Pack surrendered. And the mercenaries were astonished to learn they had only been battling five Asari commandos. Although the Guard downplayed their heroics, they became instant celebrities upon their return to Thessia.

Asari Cruiser Nefrane

Military Strength: 30

The Asari cruiser Nefrane is named for a lost city said to be buried in ice at Thessia's south pole. The

cruiser still carries scars from scores of geth fighters it took on during the Battle of the Citadel in 2183. The crew refuses to have the scars removed, considering them marks of honor and a reminder of how close they came to annihilation.

Asari Research Ships

Military Strength: 35

The Asari scientists in Orisoni had isolated themselves to prevent academic and corporate theft of their work. They've been researching new polymers, looking for a material with high heat resistance and zero conductivity that is dirt cheap to produce. One of the prototypes materials appear ideal for insulating the Crucible's venting chambers.

Asari Cruiser Cybaen

Military Strength: 30

The Cybaen is an Asari cruiser-class warship. A mix-up during the cruiser's construction left it with an unusually large drive core and engineers redesigned the ship around the excessive power source. The Cybaen's unusually robust engines provide enough energy to generate kinetic barriers normally reserved for dreadnoughts.

Asari Engineers

Military Strength: 30

The graceful, soaring spires common to Asari architecture look deceptively delicate. But Thessia's palaces, universities, and theaters have stood longer than most civilizations. Asari architectural engineers dispatched to the Crucible are testing the weapon's construction to make sure it can withstand tremendous amounts of pressure. If built improperly, stress could tear the Crucible in half upon activation.

Crucible War Assets

The Crucible is the Prothean super weapon the Liara discovered the plans for on Mars. Completing the Crucible device will require entire systems of resources and skilled workers, as well as the galaxy's brightest scientists.

War Asset Info Needed

It's okay to copy this information from the game menus (see Alien War Assets for formatting), but NEVER from other sites.

Advanced Starship Fuel

Military Strength: 75

Requirements: Complete N7: Fuel Reactor Side Mission

Helium-3 is used to power the vast majority of commercial starships. Chemical engineers on Cyone added experiment mixtures of compounds to the gas to make a more efficient fuel for ships traveling long distances. One of their new formulas is used in ships transporting major loads of materials to the Crucible, speeding up the building process.

Javelin Missile Launchers

Military Strength: 50

Military

Developed by the Alliance, Javelin missiles release dark energy upon impact. This creates devastating space-time disruptions, magnified warp fields that strip away a target's molecular bonds. Even the strongest kinetic barriers will eventually collapse after multiple impacts from these rockets. Alliance R&D commandeered several colony factories, and now produces enough Javelin missile launchers for all dreadnoughts in the allied fleet.

Volus Fabrication Units

Military Strength: 45

Volus companies are skilled at mass-producing whatever manufactured goods are currently in demand. Factories use modular equipment to switch their production lines from arms, to housing, to the next big galactic-buying trend. Recovered from a manufacturing compound, these fabrication units can stamp out custom plastics for the Crucible on an industrial scale.

Volus Engineering Team

Military Strength: 50

Requirements: The scan the planet Nalisin in the Aethon Cluster, Satu Arrd system

Elkoss Combine is a manufacturer known for producing reliable, but less expensive, versions of higher-grade weapons and armors. Their scientists are adept at reverse-engineering new technology. The Volus engineers rescued from Satu Arrd are applying these same methods to break down instructions on how to create several new plastics that must be integrated into the Crucible's superstructure. In a show of unprecedented generosity, Elkoss Combine waived all proprietary claims to any new compounds created by its scientists.

Interferometric Array

Military Strength: 45

Normally interferometric arrays are used to analyze planetary landmasses, or to determine the astrophysical properties of stellar systems. The powerful array salvaged from the Hercules system can be used for something much more ambitious: the Crucible tunes into the mass relays' command switches. Installing the interferometric array into the Crucible's systems results in a real-time map of the entire galaxy, including the position of each and every Reaper in the Milky Way.

ExoGeni Scientists

Military Strength: 40

The ExoGeni Corporation helped fund colonies all over the galaxy, in exchange for a share of any natural resources found by settlers. Zhu's Hope was one of their richest claims--the colonists were obligated to turn over any Prothean discoveries in the ancient ruins of Feros. A team of ExoGeni scientists studying the few scraps of Prothean materials found around Zhu's Hope have become experts in their own right, contributing their knowledge to the Crucible project.

Prothean Data Files

Military Strength: 75

These Prothean discs were found years ago on Eden Prime, recovered a few months before the discovery of the Prothean Beacon in 2183. For years the data on the discs was incomprehensible, until the Crucible's blueprints provided the key to understanding the equations. Locked inside the

discs were theories on dark matter meant to be used with the Crucible's main power source.

Dark Energy Dissertation

Military Strength: 11

Published years ago by Dr. Conrad Verner, this doctoral dissertation on xenotechnology is a lengthy but intriguing argument that dark energy causes a minute but empirically observable difference in the passage of time. Hotly debated when first published, the paper's theory is supported by recent data. The dissertation illuminates several instructions left by the Protheans on how to build the Crucible.

Updated

Military Strength: 44

Dr. Verner found additional schematics useful in the creation of the device. After passing the data on to the Alliance, he added Commander Shepard to the dissertation's list of acknowledgements.

Shadow Broker Starship Tech

Military Strength: 50

The Shadow Broker's unnamed vessel served as both a data repository and stealth ship for the enigmatic information trader. The ship ingeniously drew its power from the thunderstorms raging constantly on the planet it orbited, relying on an interlocking system of kinetic barriers, grounding rods and capacitors to avoid being ripped apart. These systems have repurposed for sections of the Crucible that require the safe discharge of tremendous amounts of energy.

Terminus Freighters

Military Strength: 30

The Terminus Systems teem with planets rich in rare elements, minerals, and other raw materials important for the Crucible. Fortunately, the Terminus Systems also have a great quantity of freighter vessels. Athabasca-Class ships, while only lightly armored, can carry millions of tons of freight, with fuel tanks optimized for long, hazardous journeys.

Element Zero Converter

Military Strength: 50

Element zero refineries are large industrial facilities that remove impurities from the element, also called eezo, before it is used to fuel starships or gravity generators. It's an important process, as sending an electrical charge through impure eezo can cause the element to explode. By setting up a conversion facility beside the Crucible, eezo can be mined, refined and supplied to the project in record time.

Emergency Fuel Pods

Military Strength: 30

The fuel pods scavenged from a field of debris in the Valhallan Treshold were once attached to a fleet of merchant vessels making long, risky journeys into uncharted space. The pods have been repurposed for the Crucible project. When activated, the Crucible's fusion reactors consume entire oceans of helium-3. The fuel pods serve as emergency reservoirs, should the weapon use more power than expected.

Advanced Power Relays

Military Strength: 50

Requirements: Scan Cameron in the Gorgon system, Arghos Rho

The Advanced Power Relays are fifteen kilometers of insulated wiring, connected to switch boxes that regulate the energy flow. Installing the relays in the Crucible will prevent catastrophic power surges from overloading its systems.

Haptic Optics Array

Military Strength: 50

The Haptics Optics Array is an experimental computer user interface, Cortical implants allow users to "see" screens projected in front of them. A user's eye movements are tracked, syncing to hand gestures as they sift through data. While disorienting at first, people using the Optics Array report increased efficiency, and the technology has been adapted by several dozen engineers for use on the Crucible.

Optimized Eezo Capacitors

Military Strength: 15

A team of engineers working on the Normandy SR-2 developed the theory behind this piece of equipment. Dreadnought-class drive capacitors use specialized eezo-based compounds to channel and store thermal energy with greater efficiency than previous designs. These capacitors were quickly incorporated into the design of the device found in the Prothean Archives on Mars.

Reaper Brain

Military Strength: 110

Requirements: You must save the Collector Base in Mass Effect 2 and import a save to get this. You will then unlock it in Priority: Cerberus Headquarters. This may make it easier to get one of the Endings.

Spoiler - Click to see/hide

The Illusive Man salvaged the most valuable part of the human proto-Reaper under construction by the Collectors: its central processor. This "brain" has been reactivated for use as a computational device, crunching unheard of amounts of data in nanoseconds. The Crucible's engineers are dissecting the processor, working in strictly supervised, drone-assisted shifts. While direct contact with Reapers is dangerous, the engineers feel the risk is worth the potential discovery of vulnerabilities in Reaper construction.

Reaper Heart

Military Strength: 100

Requirements: You can only get this if you did not destroy the collector base in Mass Effect 2 and imported your save. You will then unlock it in Priority: Cerberus Headquarters. This may make it easier to get one of the Endings.

Spoiler - Click to see/hide

After Commander Shepard destroyed the Collector base, Cerberus spent months picking through irradiated rubble for anything useful. The human proto-Reaper the Collectors were building lay in pieces. But its incomplete core survived. The power cell would have been capable of fueling a full-fledged Reaper. After studying the device, Cerberus modified it to fuel the Illusive Man's base. Alliance engineers believe they can use the core similarly to power the Crucible.

Ex-Cerberus War Assets

As the Illusive Man's methods became more extreme, skilled operative abandoned Cerberus. They have offered to help stop the Reapers any way they can.

War Asset Info Needed

It's okay to copy this information from the game menus (see Alien War Assets for formatting), but NEVER from other sites.

Cerberus Research Data

Military Strength: 50

Data liberated from a Cerberus research lab includes reports of the composition and strengths of various Reaper units. Alliance scientists are fact-checking the information, but it appears to be genuine, so Alliance military VIs can use it to strategize against the Reapers' ground forces.

Advanced Fighter Squadron

Military Strength: 75

Requirements: Complete the Side Mission N7: Cerberus Fighter Base

A squadron of advanced fighter ships was liberated from Cerberus forces in Noveria. Fast, agile, and remarkably fuel efficient, these one-person spacecrafts pack surprisingly heavy firepower for their size. After the Alliance installed their own VI programs and swept for hidden bugs or transmission signals, they repainted the fighters and pressed them into service.

Ex-Cerberus Scientists

Military Strength: 25

Requirements: Complete the Side Mission Arrae: Ex-Cerberus Scientists

The Illusive Man's search for humanity's best attracted many renowned scientists. Cerberus offered generous salaries, brand new facilities, and unfettered research budgets. Despite these lavish perks, some began to worry about the ethical ramifications of their work. The scientists rescued from Gellix were among the first to leave Cerberus. They diligently help to construct the Crucible.

Dr. Brynn Cole

Military Strength: 25

Requirements: Complete the Side Mission Arrae: Ex-Cerberus Scientists

Dr. Brynn Cole is an ex-Cerberus scientist who studied the technology left behind by the Collectors.

She eventually cut ties with the Illusive Man, and helped dozens of scientists and their families flee the organization. The doctor has joined the Crucible Project, using the knowledge gained during her employment with Cerberus to help build the weapon.

Dr. Gavin Archer

Military Strength: 25

Requirements: Complete the Side Mission Grissom Academy: Emergency Evacuation

Gavin Archer was a well-known synthetic intelligence specialist from Terra Nova who disappeared years to work with Cerberus. Now that he's parted ways with his former employer, Archer is among the scientists working on the Crucible. His study of VIs and AIs--in particular, the geth--gives him unique insights into parallel processing and inter-system communication that have already improved the weapon's efficiency.

Jacob Taylor

Military Strength: 25

Requirements: Import a Mass Effect 2 save with Jacob Taylor alive. Complete the Side Mission Arrae: Ex-Cerberus Scientists.

After helping Commander Shepard destroy the Collectors, Jacob Taylor cut his ties with Cerberus. He joined the war following an attack on a safehouse for former Cerberus operatives, where he was hiding out. Jacob turned down formal reinstatement into the Alliance Marine Corps, feeling his past with Cerberus disqualified him from their company. Taylor is instead becomes a consultant, advising the Alliance on Cerberus tactics and defenses. He also participates in missions that target the Illusive Man's holdings.

Miranda Lawson

Military Strength: 25

Requirements: Import a save with Miranda Lawson. Complete Priority: Cerberus Headquarters with Miranda alive.

Miranda Lawson is an ex-Cerberus operative. At Cerberus, her intelligence, dedication, and leadership impressed the Illusive Man, who assigned her to head the Lazarus Cell team that brought Commander Shepard back to life. Lawson brings extensive knowledge of the Illusive Man's dealings to the Alliance, directing them towards several clandestine Cerberus operations. A skilled shot and a gifted biotic, Lawson is comfortable in a pitched battle as she is in a boardroom.

Ex-Cerberus Engineers

Military Strength: 10

Requirements: You must import a Mass Effect 2 save with Kelly Chambers -- and you must have invited her to dinner in Mass Effect 2. She must have survived the final mission as well. Meet with her

at the Citadel docks in Mass Effect 3 when she emails you and you can convince her to change her identity for this War Asset.

Kelly Chambers contacted several former Cerberus engineers, convincing them--as a way to make up for their mistakes--to come out of hiding and help build the Crucible. Appalled at how Cerberus has turned on humanity, these Cerberus deserters have thrown themselves into their new task with a passion.

Geth War Assets

Once feared across the galaxy, the synthetic Geth have allied with the organic forces they once called enemies. Their fleets and armies won't stop until the Reapers are neutralized.

War Asset Info Needed

It's okay to copy this information from the game menus (see Alien War Assets for formatting), but NEVER from other sites.

Geth Corps

Military Strength: 300

Requirements: At the end of Priority: Rannoch, side with the Geth. Note: If you can convince Admiral Gerrel to cease fire, you can also get Quarian War Assets.

Until recently, the Geth expected nothing but violence from organics, and designed themselves accordingly. All Geth platforms are armed, shielded, and built to withstand combat. When they're on the battlefield, enemy tactics and positions are swapped instantaneously between the AIs. The Geth also employ turrets and drones-"expendable" hardware support to keep losses of networked platforms to a minimum. The result is the largest, and perhaps best equipped, infantry in the galaxy.

UPDATED

Military Strength: 5

Requirements: Choose the Paragon choice in Commander Shepard's interview with Diana Allers.

Commander Shepard's interview with Diana Allers about the Geth emphasized their value as strong military allies. The Council reluctantly sent the Geth shipments of rare materials to upgrade ground units.

Geth Fleet

Military Strength: 450

Requirements: At the end of Priority: Rannoch, side with the Geth. Note: If you can convince Admiral Gerrel to cease fire, you can also get Quarian War Assets.

Many Geth vessels are built to explore, mine, or provide transport between factories and space stations. But every Geth ship, regardless of purpose, is also capable of engaging hostile forces. Unbound by the Treaty of Farixen, the synthetic intelligences built almost as many dreadnoughts as the Turians. The software running these ships is in the Geth themselves. High advanced electronic security measures and cyber warfare suites bolster already formidable firepower.

UPDATED

Military Strength: ???

Requirements: ???

Rewriting the Geth heretics significantly boosted the processing power of the "true" Geth. Their increased strength made their fleets both more efficient, and more lethal, in battle.

UPDATED

Military Strength: 5

Requirements: Choose the Renegade choice in Commander Shepard's interview with Diana Allers.

After Commander Shepard's interview with Diana Allers assuring her viewers that the Geth can be trusted, Alliance officials grudgingly sent over Thanix cannons for the Geth fleet.

Geth Prime Platoon

Military Strength: 60

Requirements: Complete the Side Mission Rannoch: Geth Fighter Squadrons.

Geth primes are built to house more programs than other platforms and operate as mobile networking hubs. Their combat software provides a boost to any Geth nearby, coordinating and directing attacks. Since the destruction of a prime unit causes the processing power of other Geth to drop, prime hardware platforms are heavily shielded and well-armed.

Quarian War Assets

The Quarians are skilled engineers with one of the largest fleets in the galaxy. Each of their vessels has been repaired, restocked, and armed for confrontation with the Reapers.

War Asset Info Needed

It's okay to copy this information from the game menus (see Alien War Assets for formatting), but NEVER from other sites.

Salarian War Assets

The Salarians bring cutting-edge warships and their best tactical minds to the fight against the Reapers.

War Asset Info Needed

It's okay to copy this information from the game menus (see Alien War Assets for formatting), but NEVER from other sites.

Turian War Assets

The threat of Turian firepower once kept entire armies in check. Now the Hierarchy's vast fleets and numerous soldiers are needed to win the largest war in galactic history.

War Asset Info Needed

It's okay to copy this information from the game menus (see Alien War Assets for formatting), but NEVER from other sites.

Effective Military Strength

Effective Military Strength is the point tally of all the War Assets you gather from the main game, Side Missions and conversation choices. Galactic Readiness is a general term, often used interchangeably with "Effective Military Strength." Your Effective Military Strength rating can be viewed at the War Assets panel in the CIC on the Normandy.



To calculate your Readiness / Effective Military Strength rating, the game multiplies your Total Military Strength score (made up of War Assets) by the Readiness Rating percentage (a percentage you can ONLY increase via Multiplayer and by playing Mass Effect Infiltrator on iOS).

Galactic Math

$$\text{Effective Military Strength} = (\text{Total Military Strength}) \times (\text{Readiness Rating})$$

So with a Total Military Strength (TMS) of 5400, and a Readiness Rating of 50% (the default without playing Multiplayer), your TMS will be half of 5400, or only 2700.

Your Effective Military Strength score when you begin the final attack on the enemy base directly affects the 16 Endings of Mass Effect 3.

New Game Plus

You can import a Mass Effect 3 save file once you've beaten the game to begin a **New Game Plus**. Here are the bonuses you get:

- Reputation and Paragon/Renegade stats carry over.
- All Weapons carry over and current Weapon Modifications, but mods must be re-equipped.
- All Body Armor carries over.
- All Credits carry over.
- All Fish and Models collected.
- Your current level carries over, and Skill Points can be reassigned
- Weapon can be upgraded to pass Level V. Weapons found in game can now be upgraded two more levels by finding the weapon again. Weapons not found in the game such as the starting pistol can be upgraded to X (10).
- Any Squad Member special power can be selected when importing.
- Shepard's face can be changed.

Indoctrination Theory

According to a lot of fans of the Mass Effect series, a popular theory about the ending of the 3rd game is that Shepard was actually indoctrinated. This would mean that the battle taking place after entering the Citadel at the end of the game is actually taking place in his or her mind. Many of the novels focus on indoctrination going into great detail about the process and how it affects an individual. It was also a large theme of the first and second game.

The above video explains in great detail one fans theory about the ending of the game and what could have happened.

End Game Chart - With Spoilers

Below is a chart that describes the ending cutscene that will you will see based on the choices you make in the game. Note that the Effective Military Strength values will slightly vary depending on your decision to save or destroy the Collector Base in Mass Effect 2 (add 300 points to each tier if you imported a save with the Collector Base intact. [Note that saving the Collector Base gives you an extra 100 EMS, so you really only have to earn 200 extra EMS.] The game assumes that you destroyed the base if you do not import a save.)

A spoiler-free version of this chart is available on the Endings page.

Destruction, Control and Synthesis Explanation

The final choice in Mass Effect 3 consists of 3 choices that play a major role in the ending cut scene: "Destruction" (destroy the Reapers, the red side on the right), Control" (control the Reapers, the blue side on the left), or "Synthesis" (synthesize organics and synthetics together, the green middle option).

Effective Military Strength	Choice	State of Earth	State of Normandy	Shepard's Fate
0-1749	Destruction	Destroyed - Vaporized	No survivors	Dies
	Control	Not an available choice		
	Synthesis	Not an available choice		
1750-2049	Destruction	Destroyed - Vaporized	No survivors	Dies
	Control	Devastated	Squadmates survive	Dies
	Synthesis	Not an available choice		
2050-2349	Destruction	Devastated	Squadmates Survive	Dies
	Control	Devastated	Squadmates survive	Dies
	Synthesis	Not an available choice		
2350-2649	Destruction	Devastated	Squadmates survive	Dies
	Control	Saved	Squadmates survive	Dies
	Synthesis	Not an available choice		
2650-2799	Destruction	Saved	Squadmates survive	Dies

Control	Saved	Squadmates survive	Dies	
Synthesis	Not an available choice			
2800-3999	Destruction	Saved	Squadmates survive	Dies
	Control	Saved	Squadmates survive	Dies
	Synthesis	Saved	Squadmates survive, but are "synthesized"	Dies
4000-4999	Destruction	Saved	Squadmates survive	Lives (if Anderson survived)
	Control	Saved	Squadmates survive	Dies
	Synthesis	Saved	Squadmates survive, but are "synthesized"	Dies
5000+	Destruction	Saved	Squadmates survive	Lives
	Control	Saved	Squadmates survive	Dies
	Synthesis	Saved	Squadmates survive, but are "synthesized"	Dies

Achievements / Trophies

These are the 50 **Achievements / Trophies** for Mass Effect 3. **Possible spoilers follow.**

Any Achievements / Trophies linked to multiplayer can also be earned in single-player.

15G

Almost There

Reach Level 15 in multiplayer or Level 50 in single-player.

10G

Always Prepared

Obtain two non-customizable suits of armor.

10G

A Personal Touch

Modify a weapon.

25G

Arbiter

Win a political Stand-off.

25G

Battle Scarred

Promote a multiplayer character to Galaxy at War or import an ME3 character.

10G

Bringer of War

Chase down an assassin.

10G

Bruiser

Kill 100 enemies with melee attacks.

25G

Combined Arms

Perform any combination of 50 biotic combos or tech bursts.

25G

Defender

Attain the highest level of readiness in each theater of war.

5G

Driven

Return to active duty.

5G

Enlisted

Start a character in multiplayer or customize a character in single-player.

25G

Executioner

Defeat an old adversary.

15G

Explorer

Complete three multiplayer matches or five N7 missions.

10G

Eye of the Hurricane

Kill a brute while it's charging at you.

15G

Fact Finder

Discover an enemy's monstrous origin.

25G

Focused

Evolve any of your powers to Rank 6.

10G

Giant Killer

Defeat a Harvester.

25G

Gunsmith

Upgrade any weapon to level 10.

15G

Hard Target

Call down an orbital strike.

10G

Hijacker

Hijack an Atlas Mech.

75G

Insanity

Finish the game on Insanity without changing difficulty after leaving Earth.

25G

Last Witness

Extract ancient technology.

50G

Legend

Mission Accomplished.

15G

Liberator

Stop a Cerberus kidnapping.

50G

Long Service Medal

Complete Mass Effect 3 twice, or once with a Mass Effect 2 import.

25G

Lost and Found

Dispatch 10 probes to retrieve people or resources in Reaper territory.

10G

Mail Slot

Kill 10 guardians with headshots from the front while their shields are raised.

50G

Master and Commander

Deliver most of the Galaxy at War resources to the final conflict.

15G

Mobilizer

Bring a veteran officer aboard.

15G

Overload Specialist

Overload the shields of 100 enemies.
25G
Paramour
Establish or rekindle a romantic relationship.
15G
Party Crasher
Sabotage a dreadnought.
15G
Pathfinder
Explore a lost city.
25G
Patriot
Make the final assault.
25G
Peak Condition
Reach level 20 in multiplayer or level 60 in single-player.
15G
Problem Solver
Evacuate a scientific facility.
15G
Pyromaniac
Set 100 enemies on fire with powers.
10G
Recruit
Kill 250 enemies.
15G
Saboteur
Disable a group of fighter squadrons.
10G
Shopaholic
Visit any store in the single-player campaign.
15G
Sky High
Lift 100 enemies off the ground with powers.
15G
Soldier
Kill 1,000 enemies.
5G
Tourist
Complete one multiplayer match or two N7 missions.
20G
Tour of Duty
Finish all multiplayer maps or all N7 missions in single-player.
15G
Tunnel Rat
Survive the swarm.
10G
Untouchable
Escape a Reaper in the Galaxy map.

50G

Unwavering

Finish all multiplayer maps on Gold or all single-player missions on Insanity.

25G

Veteran

Kill 5,000 enemies.

15G

Well Connected

Send a warning across the galaxy.

15G

World Shaker

Destroy an Atlas dropped from orbit.

DLC From Ashes Achievements/Trophies

25G

Freedom Fighter

Find all require intel to help Eden Prime's colonists.

25G

Veteran

Learn more about the Prothean Empire.

Frequently Asked Questions

Have a question about Mass Effect 3? You can ask it below by simply hitting "Edit" and inserting it here at the top of the page.

Do weapons from dlc transfer into singleplayer?

When doing side missions cerberus labs asks me to put in disk two. will it mess up my game progress going back and forth?

No, changing disks does not effect your game progress.

When playing Multiplayer, if you have a weapon class the same as a character class (i.e. Geth with a Geth Shotgun), do you get a weapon bonus?

Geth have an ability that boosts Geth weapons. So any weapon named Geth should get a bonus. (Unkown if Widow and/or Javelin are included as Geth weapons)

How do you turn off autoselect skill points for mass effect 3 Multiplayer

Is it possible to get the best endings in single payer without using multiplayer?

Yes, but it requires you to do almost every mission and make decisions that will help build your army.

Why don't I have an omni-blade. I am an adept, if that matters.

You're an adept. You have a biotic blast, which has the advantage of knockback as opposed to more damage.

How much is a level 20 multiplayer character worth as a promoted war asset?

75 pts for each promotion. 10 N7 ranks are gained upon promotion, but the class promoted (not just the character) will be reset to level 1.

What happens if you pursue two romances at once (eg. Liara and Garrus)?

You can romance as many people you want that are available. You will eventually have to choose one character to lock in the romance. After that, you can only pursue the locked in romance.

What will be carried over from my Mass Effect 2 save?

You can import your save file from Mass Effect 2 into Mass Effect 3, carrying over your decisions, totaling over 1000 variables. Here are some of the details about importing old game saves:

- Decisions made in BOTH Mass Effect and Mass Effect 2 will have an impact on Mass Effect 3. Some of the decisions in Mass Effect that played no part in 2 could have an effect on 3.
- Squad mates that did not survive the final mission in Mass Effect 2 will not appear in 3.
- You can change your appearance and select your class even if your save carries over.
- Save the rachni queen (ME1)
- Rescued Ashley Williams on Virmire or Kaidan Alenko (ME1)
- Chose to sacrifice the Council or save the Council (ME1)
- Destroyed Maelon's data or kept it. (ME2)
- Kept Wrex alive on Virmire or Killed Wrex on Virmire (ME1)
- Chose to rewrite the geth heretics (ME2)
- Destroyed the Collector Base or Save it (ME2)
- Survived the suicide mission with xx amount of squadmates (ME2)
- Romanced XX before ME2 (ME1)
- Romanced XX in ME2 (ME2)

How has the gameplay changed in Mass Effect 3?

As a whole, the combat in Mass Effect 3 will be quite similar to Mass Effect 2.

Click this link to see the video

<http://www.ign.com/videos/2012/01/31/mass-effect-3-cast-announcement-trailer>

Cast Announcement Trailer

Where will Mass Effect 3 take place?

The Normandy SR-2, rebuilt with new technologies and new areas, will return in Mass Effect 3 to take you freely to many familiar systems. You will also be able to explore some new places, like the homeworlds of the Asari, Turian, Quarian, and Salarians:

- Earth
- Mars
- Rannoch, (Quarian homeworld)
- Sur'Kesh, (Salarian homeworld)
- Palaven, (Turian homeworld)
- Thessia, (Asari homeworld)
- Tuchanka, (Krogan homeworld)
- The Citadel, (Location of Council)
- Noveria
- Eden Prime (location of the Prothean beacon activated by Saren in Mass Effect 1) ("From Ashes" DLC only)

What DLC is coming for Mass Effect 3?

So far, only the promotional Weapons and Armor from pre-orders and special editions have been confirmed. However, downloadable Characters and Races for the multiplayer co-op mode have been hinted at by BioWare.

GameStop may have revealed the first piece of DLC for Mass Effect 3. A receipt image sent to Joystiq reveals that GameStop sold a code for Mass Effect 3 DLC called From Ashes, unrelated to the downloadable game of the same name. According to the reader, the code cost him \$10.[1]

In April another one is coming out.

Who's composing the Mass Effect 3 soundtrack?

Composer Clint Mansell will be composing the score for Mass Effect 3. Mass Effect and Mass Effect 2 composer Jack Wall will not be involved, however, Sam Hulick, Christopher Lennertz, Cris Velasco and Sascha Dikicijan, known for their work for the DLC for Mass Effect 2 will return.

What are exclusive armor and weapons I can get from pre-orders and demos?



BioWare announced [2] various downloadable items that will be

given to people that pre-order Mass Effect 3. The DLC items vary by retailer and may be limited to US outlets.

Retailer	Pre-order Bonus
Everywhere (US)	M-55 Argus Assault Rifle
GameStop (US)	N7 Valkyrie Rifle, N7 Defender Armor
EA Origin (US)	AT-12 Raider Shotgun and M55 Argus Assault Rifle

What Are the Collector's Edition Bonuses?

The following items will only be available to those that purchase the N7 Collector's Edition and N7 Digital Deluxe Edition:

- N7 Arsenal Pack
- Premium Metal Case featuring both the Male and Female Shepard
- Digital Soundtrack
- 70 page Hardbound Art Book
- Fabric N7 Patch
- Limited Edition Mass Effect Invasion Comic
- Normandy Lithograph
- Robotic Dog
- Squadmate Alternate Outfit Pack
- N7 Hoodie
- From Ashes DLC with Particle Rifle

N7 Digital Deluxe Edition

The following items will be included in the N7 Digital Deluxe Edition:

- N7 Arsenal Pack
- Robotic Dog
- Squadmate Alternate Outfit Pack
- N7 Hoodie (in-game)
- Normandy Lithograph Print
- Mass Effect 3 Digital Soundtrack
- Limited Edition Digital Mass Effect Invasion Comic
- From Ashes DLC with Particle Rifle

Kingdoms of Amalur: Reckoning Exclusive Content

On January 11, 2011, EA announced a crossover between Kingdoms of Amalur: Reckoning and Mass Effect 3. Playing the demo for Kingdoms of Amalur will unlock two Reckoning-inspired in-game items in Mass Effect 3, while playing the Mass Effect 3 demo will unlock armor and a weapon in Kingdoms of Amalur.

Playing Amalur will lead to Reckoner Knight Armor and a Chakram Launcher weapon in Mass Effect 3. EA says the armor will "maximize damage done in close-quarters combat while a beefed-up power cell feeds energy into weapon systems to increase projectile velocity," and that the launcher "uses a fabricator to manufacture lightweight, explosive ammunition discs."

- *See Kingdoms of Amalur Crossover Content*

Art of the Mass Effect 3 Universe Pre-Order Content



The Dark Horse-published Art of the Mass Effect 3 Universe book includes in-game bonuses. Readers will earn themselves a DLC code for the Collector Assault Rifle, which also came as a bonus in the Mass Effect 2 Collector's Edition. You can only score this PC- and Xbox 360-exclusive weapon (and other unspecified content) by pre-ordering The Art of the Mass Effect Universe from Barnes & Noble before February 20.

BigBadToyStore Exclusive Content



BigBadToyStore has revealed that their upcoming line of Mass Effect figurines will include an added bonus for fans in the way of downloadable content. Each of the new 6.7" to 7.25" figures from the second series of the set (Miranda, Mordin, Legion, and Garrus) will include a card packed in with an access code for downloadable content for the game. The official description reads:

This product contains a code that can be redeemed for bonus content for Mass Effect 3 multi-player that could include powerful weapons to take on the Reapers. The pack could also include character boosters, weapon modifications, and weapon upgrades to make your multi-player squad stronger.

Unfortunately for PS3 owners, the content only applies to the PC and Xbox 360 versions of the game. EOF-TEST.

What is Mass Effect 3's release date?

BioWare and Electronic Arts announced the release date for Mass Effect 3. The title hits stores on March 6, 2012 worldwide for PC, Xbox 360, and PlayStation 3.

Mass Effect 3 was originally scheduled to ship in late 2011, but the game was recently delayed to 2012. (Source: IGN)

Will Mass Effect 3 allow same-sex relationships?

Mass Effect 3 will allow users to pursue same-sex relationships, regardless of whether they play as a male or female Commander Shephard.

Casey Hudson, Mass Effect 3's Executive Producer, has confirmed on his Twitter account that Mass Effect 3 will allow both gay and lesbian romances to blossom. (Source: IGN) (Source: Twitter)

Will Shepard's powers be reset like they were at the beginning of Mass Effect 2?

Importing Shepard from ME2 will allow you to retain his/her level. Ability ranks are not carried over - you will have to re-allocate them due to the difference between ability ranks from the second and third game.

Eve



First Appearance	Mass Effect 3
Race	Krogan
Squadmate	No
Voiced By	???

Eve is the name given by Mordin to the female Krogan found on Sur'Kesh in Mass Effect 3.

Minor spoilers below.

Depending on choices you make on Priority: Tuchanka 2, Eve may die or live and procreate with Urdnot Wrex. If you saved Maelon's research data in Mass Effect 2 she lives, if not she dies. A Mass Effect 3 game without an imported character will default to Eve dying.

Universe



The Mass Effect 3 **Universe** pages contain information about Characters, Races, Locations, Plot and Enemies.

Characters









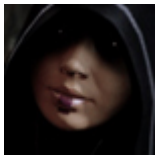
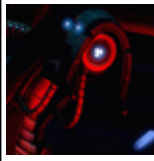

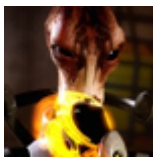



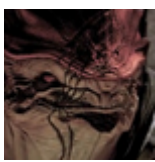







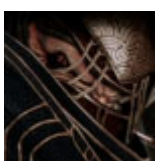


Squad Members

Squad Members are characters you have direct control of in Mass Effect 3.

				
Commander Shepard	Ashley Williams	Garrus Vakarian	James Vega	Kaidan Alenko
				
Lara T'Soni	Tali'Zorah vas Normandy	EDI	Javik (The Prothean)	

Other Characters

				
Ambassador Donnel Udina	Aria T'Loak	Captain David Anderson	Captain Kirrahe	Conrad Verner

				
Diana Allers	EDI	Grunt	The Illusive Man	Jack
				
Jacob Taylor	Joker (Jeff Moreau)	Kai Leng	Kasumi Goto	Legion
				
Miranda Lawson	Mordin Solus	Morinth	Samara	Thane Krios
				
Urdrnot Wrex	Vigil	Zaedd Massani	Urdrnot Wreav	Steve Cortez
				
Admiral Hackett	Commander Bailey	Dr. Chakwas	Dr. Chloe Michel	Geth VI
				
Eve	Samantha Traynor	Barla Von		

Races

Citadel Races

The **Citadel Council** is the reigning government across the systems in jurisdiction of Citadel Space.

				
Asari	Drell	Elcor	Hanar	Human
				
Keepers	Salarian	Turian	Volus	



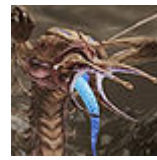
Non-Citadel Races

Non-Citadel races include extinct races and races that either do not have embassies on the Citadel, are hostile to Citadel races and/or policies, or are simply in a neutral status.

				
Batarians	Collectors	Geth	Krogan	Quarians
				
Rachni	Reapers	Vorcha	Yahg	

Other Species

Many other species of Enemies and non-sentient lifeforms inhabit the Mass Effect **Universe**.

				
Protheans	Praetorians	Thresher Maws		

Locations

- Citadel Space

- Earth
- Mars
- Migrant Fleet
- Normandy SR-2
- Illium
- Noveria
- Palaven
- Rannoch
- Sur'Kesh
- Terminus Systems
- The Citadel
- Thessia
- Tuchanka

Enemies

- Banshee
- Brute
- Husk
- Abomination
- Rachni
- Reapers
- Varren
- Saren Arterius
- Sovereign
- Harbinger
- Shadow Broker

Characters

This page contains a complete list of important **Characters** in Mass Effect 3 and links to their biographical pages.




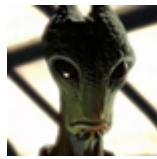






Squad Members




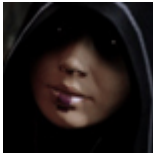


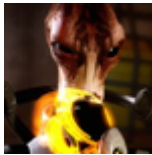



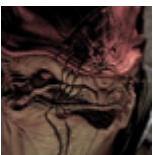
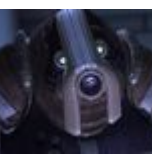







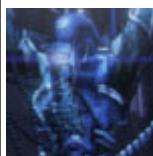
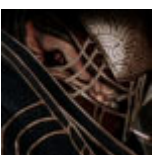

Squad Members are characters you have direct control of in Mass Effect 3. They aid you in combat throughout your quests through the galaxy. There are 8 Squad Members in Mass Effect 3, with one additional Squad Member, Javik (The Prothean), available via DLC.

				
Commander Shepard	Ashley Williams	Garrus Vakarian	James Vega	Kaidan Alenko
				
Lara T'Soni	Tali'Zorah vas Normandy	EDI	Javik (The Prothean)	

Other Characters

These characters are previous Squad Members, new characters or other ancillary returning characters in Mass Effect 3.

				
Ambassador Donnel Udina	Aria T'Loak	Captain David Anderson	Major (formerly Captain) Kirrahe	Conrad Verner
				

Diana Allers	EDI	Grunt	The Illusive Man	Jack
				
Jacob Taylor	Joker (Jeff Moreau)	Kai Leng	Kasumi Goto	Legion
				
Miranda Lawson	Mordin Solus	Morinth	Samara	Thane Krios
				
Urdnot Wrex	Barla Von	Zaeed Massani	Urdnot Wreav	Steve Cortez
				
Admiral Hackett	Commander Bailey	Dr. Chakwas	Dr. Chloe Michel	Geth VI
				
Eve	Samantha Traynor			

Romanceable Characters

There are 10 characters you can start a Romance with -- or rekindle a Romance with if you imported a save -- in Mass Effect 3. Your Shepard can romanticize with certain people he or she meets throughout the game.

- See *Romance* section for a guide for each character.



Diana Allers	Ashley Williams	Garrus Vakarian	<u>Miranda Lawson</u>	Kaidan Alenko
				
Lara T'Soni	Tali'Zorah vas Normandy	<u>Steve Cortez</u>	Jack	<u>Samantha Traynor</u>

Other Characters

- Matriarch Benezia
- Shadow Broker

Admiral Hackett



Admiral Hackett first appears as a voice only in the introduction of *Mass Effect* discussing Shepard's suitability as the first human SPECTRE with Captain Anderson and Ambassador Udina. Subsequently he acts as a contact point for UNC assignments in uncharted space, and is also the Commander of the human 5th Fleet reinforcements during the Battle of the Citadel.

First Appearance	Mass Effect
Race	Human
Squadmate	No
Voiced By	Lance Henriksen

Hackett's voice returns in *Mass Effect 2* with the location of the Normandy Crash site. If you play the dlc mission Arrival you will also see him at the very end talking about the events leading into *Mass Effect 3*

Mass Effect 3 marks Admiral Hackett's first physical appearance in the series, as he tops the Alliance chain of command in the battle against the Reapers.

Shepard briefs Hackett at the end of every mission.

Ambassador Donnel Udina



First Appearance	Mass Effect
Race	Human
Squadmate	No
Voiced By	Bill Ratner

Ambassador Udina is a political figure in the Mass Effect universe. He is a very cold politician, who will stop at nothing to get humans, and more importantly, himself, ahead in the universe. Usually he can be seen around the Citadel with Captain Anderson. Depending on choices you make in the original Mass Effect, his status in Mass Effect 2 can vary. If you recommend Anderson for the Council position he will work as Anderson's assistant. If you recommend Udina, he will be the Council member with Anderson as his assistant.

In Mass Effect 3 he becomes the Council even if you choose Anderson in Mass Effect 1. He promotes either Ashley or Kaiden depending on which one survived to Spectre Status. He later betrays the Council working for the Illusive man and possibly indoctrined himself and allows Cerberus inside the Citadel and tries to lure the other council members to their death but is interfered by Shepard and killed by either Kaiden or Ashley.

Quotes

" The galaxy need leadership. Real leadership."

Aria T'Loak

Aria T'Loak



Aria is the un-elected leader of Omega. She first worked there as a dancer which was actually just a cover so that she could form alliances with other gangs and groups. When she had gained enough support, she overthrew the Krogan leader and spared him while mockingly dubbing him Patriarch (there is no such thing as a Patriarch in Asari society).

First Appearance	Mass Effect 2
Race	Asari
Squadmate	No
Voiced By	Carrie-Anne Moss

Aria is a pretty stern individual and is also haughty, a characteristic shown when she claims that she is Omega. She doesn't tolerate incompetence and her wrath is well known.

In Mass Effect 3, Aria is stuck on the Citadel since Cerberus overthrew her rule of Omega. She propositions Shepard to get the 3 gangs the Eclipse, The Blood Pack, and the Blue Suns united to fight the Reapers.

Ashley Williams



Ashley Williams is a major character in the Mass Effect universe. She first appears in the original Mass Effect, where Commander Shepard is surveying the planet for a Prothean Beacon. Shepard finds Williams fending off multiple Geth, assists her, and recruits her after learning that the rest of her squad has been wiped out. When Shepard and his squad find the Prothean Beacon, Ashley activates it, during which she begins to levitate. Shepard tackles her out of the way, but is caught by the beam coming from the beacon, giving him visions of the fate of the Protheans. Williams can be a love interest, and she can also die during the mission on Virmire. She is religious and is biased against non-human races. However, she does work well with other species when given the chance.

In Mass Effect 2, she makes an appearance on Horizon (provided she survives the events of Mass Effect), but she does not join your party. Ashley returns in Mass Effect 3 (providing she survived the Virmire mission in Mass Effect) with an updated appearance as well as becoming a Spectre and the commanding officer of the Normandy SR-2.

Quotes

"Why is it whenever someone says 'with all due respect' they mean 'kiss my ass'?"

Balak

Balak is a Batarian who first appeared in the original Mass Effect's Bring Down the Sky DLC and later made a brief appearance in Mass Effect 3. According to Balak, Leviathan indoctrinated many inhabitants of the Dis system after being unintentionally activated.

Captain Kirrahe



First Appearance	Mass Effect
Race	Salarian
Squadmate	No
Voiced By	George Szilagyi

Captain Kirrahe was first seen in Mass Effect. He is an officer of the Salarian military. In Mass Effect he was introduced as a commander of a special task group (STG) sent to investigate Vormire. While there he discovered Saren's base of operation which doubled as a Krogan cloning facility. Commander Shepard finds him, stranded with all communication cut off due to Vormire's heavy defenses. The two work together, Shepard forming a stealth assault while Kirrahe created a distraction. He is mentioned in Mass Effect 2 by Mordin Solus who apparently served under Kirrahe. Mordin mentions that Kirrahe is well known for his "hold the line" speech. In the PS3 version of the game, in the Genesis interactive back story comic, the choice of saving Kirrahe is not available, therefore the game considers him dead.

In Mass Effect 3, Captain Kirrahe returns ((provided that he survived)) on the Salarian homeworld Surkesh and has been promoted to major. He helps Commander Shepard escort a female Krogan to safety.

Commander Bailey



First Appearance	Mass Effect
Race	Human
Squadmate	No
Voiced By	Michael Hogan

Commander Bailey runs Citadel Security, or C-Sec. In Mass Effect 3 is one of Shepard's main allies on the Citadel.

Commander Shepard



Commander Shepard is the lead protagonist of Mass Effect, Mass Effect 2, and the Mass Effect 3. Shepard's appearance can be altered as can the character's history and even sex, meaning each player's Shepard can be different. The default Shepard is named John if male, and Jane if female.

Mass Effect 2
Mass Effect 3
Appearance
Race: Human
Squadmate: Yes

Male: Mark Meer

The character was born on April 11th, 2154 and graduated from the Systems Alliance N7 forces program. Initially he or she was assigned to the SSV Normandy SR-1 as an Executive Officer, but later joins the Spectres and is given full command over the ship by Captain Anderson.

Voiced By

Female: Jennifer Hale

Upon starting Mass Effect, the player is eventually given the option to pick one of three personal backgrounds for their custom Shepard; Spacer, Colonist, and Earthborn. These may alter the character's background information given above, which is Shepard's default information.

Spacer

Both of your parents were in the Alliance Military. Your childhood was spent on ships and stations as they transferred from posting to posting, never staying in one location for more than a few years. Following in your parents' footsteps, you enlisted at the age of 18.

Colonist

You were born and raised on Mindoir, a small border colony in the Attican Traverse. When you were 16, slavers raided Mindoir, slaughtering your family and friends. You were saved by a passing Alliance patrol, and you enlisted with the military a few years later.

Earthborn

You were an orphan raised on the streets of the great megatropolises covering Earth. You escaped the life of petty crime and underworld gangs by enlisting with the Alliance military when you turned 18.



Quotes

"I'm Commander Shepard, and this is my favorite store in the Citadel."

"Just once I'd like to ask someone for help and hear them say 'Sure. Let's go. Right now. No strings attached.'"

"What sound will you make when you hit the ground? You think you'll hear it before you die?"

"I'll relinquish one bullet. Where do you want it?"

"Put more of the stuff in the... the thing more stuff goes in."

"You're not even alive... not really. You're just a machine, and machines can be broken."

"Politicians are the weeds of the galaxy"

Conrad Verner



Conrad Verner first appeared in Mass Effect as a fan of Commander Shepard. At first he was harmless, but gradually became more obsessed with being like Shepard to the point of asking to join his team (Shepard turns him down nicely or harshly, depending on your choice). In Mass Effect 2 he appears on Illium, impersonating Shepard in a full set of fake N7 armor. He proclaims he will stop at nothing to protect the galaxy, but he couldn't protect a defenseless kitten.

First Appearance

Race

Squadmate

Voiced By

Mass Effect

Human

No

Jeff Page

Conrad does not appear in Mass Effect 2 if he was not encountered in Mass Effect.

Conrad Verner in Mass Effect 3

If you imported a save where Conrad Verner survived both Mass Effect and Mass Effect 2, he appears during the Citadel: Medi-Gel Sabotage Side Mission.

You can prevent Verner from dying only if you ALSO imported a save where you helped Jenna from Chora's Den in Mass Effect. She will appear as Conrad Verner's girlfriend, and the gun used to shoot him will be fake.

Quotes

"Sometimes I poke through crates, too. You know, for extra credits."

Diana Allers

Click this link to see the video

<http://www.ign.com/videos/2012/01/31/mass-effect-3-cast-announcement-trailer>

The Mass Effect 3 cast announcement trailer confirmed a character modeled after and voiced by Jessica Chobot will appear in Mass Effect 3. **Diana Allers** is a human reporter and a possible romance option for both male and female Shepard according to an interview with G4. [1]

Diana Allers is a romance-able character.

First Appearance	Mass Effect 3
Race	Human
Squadmate	No
Voiced By	Jessica Chobot

Dr. Chakwas



Dr. Chakwas can be invited aboard the Normandy to man the medical bay. She counts as a **War Asset** in the Alliance War Asset.

You can initially find Dr. Chakwas in the Citadel at Huerta Memorial Hospital.

First Appearance	Mass Effect 2
Race	Human
Squadmate	No
Voiced By	Carolyn Seymour

Dr. Chloe Michel



Dr. Chloe Michel can be invited aboard the Normandy to man the medical bay. She must be a minor Alliance War Asset.

You can initially find Dr. Chloe in the Citadel at Huerta Memorial Hospital.

First Appearance	Mass Effect 2
Race	Human
Squadmate	No
Voiced By	Jan Alexandra Smith

Dr. Eva



Minor spoilers below.

Dr. Eva is a cybernetic Cerberus agent whom you encounter on Priority: Mars. Despite appearing human, it is revealed that she is actually an android. After she is killed, EDI assumes her body.

First Appearance Mass Effect 3

Race Cerberus

Squadmate No

Voiced By ???

Eva was a doctor who was working on the Prothean archives on Mars. However she worked undercover for the Illusive Man and killed her fellow researchers when given the order and took charge of the Cerberus troops that later arrived. She attempts to download and erase the Prothean data and flee, but her shuttle is rammed out of the air by James Vega. She survives and shows her true android form after the crash and severely injures Ashley/Kaidan in the process. Shepard kills her with a pistol while she charges at him and EDI later possesses her body.

EDI



First Appearance	Mass Effect 2
Race	None - AI
Squadmate	Yes
Voiced By	Tricia Helfer

EDI, which stands for Enhanced Defence Intelligence, is the Artificial Intelligence that was installed in the Normandy SR-2. At first Joker is skeptical of "her", expressing that he can fly the ship on his own. By the end of the game Joker begins to have a sort of maternalistic relationship with EDI. When the Collectors attacked the Normandy SR-2, she was given full control of the ships defenses and saved Joker.

In Mass Effect 3, Shepard learns that a part of EDI was obtained from the rogue A.I. Shepard and his team shut down on Luna in Mass Effect 1.

EDI In Mass Effect 3

Minor spoilers can be found in the paragraphs below.

In Mass Effect 3, EDI assumes control of the robotic body of Cerberus operative Dr. Eva after Eva is destroyed on Priority: Mars.

EDI is not romanceable by Shepard in Mass Effect 3. EDI can, however, pursue a relationship with Joker depending on Shepard's conversation choices:

- Talk to EDI and Joker in the Presidium Commons early in the game.
- Talk to EDI and Joker in Purgatory later in the game.



Quotes

"I enjoy the sight of humans on their knees...That is a joke."

"I always work at optimal capacity."

Eve



First Appearance	Mass Effect 3
Race	Krogan
Squadmate	No
Voiced By	???

Eve is the name given by Mordin to the female Krogan found on Sur'Kesh in Mass Effect 3.

Minor spoilers below.

Depending on choices you make on Priority: Tuchanka 2, Eve may die or live and procreate with Urdnot Wrex. If you saved Maelon's research data in Mass Effect 2 she lives, if not she dies. A Mass Effect 3 game without an imported character will default to Eve dying.

Garrus Vakarian



First Appearance	Mass Effect
Race	Turian
Squadmate	Yes
Voiced By	Brandon Keener

Garrus Vakarian was first introduced in Mass Effect as a member of Citadel Security (C-Sec) before being recruited by Commander Shepard. While at C-Sec he is put in charge of investigating Saren Arterius (whom was one of the Council's top Spectres), but Shepard meets him shortly after he is given that task. Garrus was under the impression that Saren is guilty of the crimes he's accused of and gives information to Shepard that he hopes will help expose him. After a confrontation, Garrus fights alongside Shepard and realizes that his limits investigating as a C-Sec officer have been reached. It is at this time that he quits, and instead decides to join Shepard in his quest to stop Saren. If Urdnot Wrex joins first, Shepard can refuse Garrus' request to join the group and he will then not join the squad during the original Mass Effect.

In Mass Effect 2 we find Garrus on his own, operating under the codename Archangel. Garrus has been busy trying to take out the leaders of the various mercenary groups on Omega. When you meet up with him he is pinned down and you help him stop the three mercenary groups that are after him. At the end of the confrontation he takes a missile to the face from a Blue Suns gunship resulting in permanent disfigurement. Garrus then becomes a member of your team from that point on and can die, like other squadmates, on the Suicide Mission. Garrus is a potential love interest for female Commander Shepard, but only in Mass Effect 2.

Quotes

"A quarantine zone for a plague that kills turians. Why don't we ever go anywhere nice?"

Shepard: *"I couldn't do this without you, Garrus."*

Garrus: *"Sure you could. Not as stylishly, of course."*

"Me and my recon officer were always at each other's throats. So we settled it in the ring. I had the reach, she had the flexibility. After 9 rounds the judges said it was a tie. A lot of pissed off betters in the other room. After that we had a tie breaker in her room. Lets just say I had the reach, and she had the flexibility... "

Shepard: *"What do you think our chances are Garrus?"*

Garrus: *"Honestly? The Collectors have killed you once, and all it seems to have done is piss you off..."*

"It's so much easier to see the world in black and white...Gray? I don't know what to do with gray..."

"You realize this plan has me walking into hell too? Hah, just like old times...."

Geth VI



First Appearance	Mass Effect 3
Race	Geth
Squadmate	No
Voiced By	???

The **Geth VI** replaces Legion in Mass Effect 3 if you don't import a save with Legion. The default Mass Effect 3 character resembles Legion but features completely different dialogue and is merely a holographic projection.

Grunt



First Appearance	Mass Effect 2
Race	Krogan
Squadmate	Yes
Voiced By	Steven Blum

Grunt is a genetically engineered Krogan super soldier. Created by Warlord Okeer after several "failures", he was bred and educated in a tank in only 7 days, but is intelligent albeit aggressive. Grunt's purpose was to exemplify the best traits of the Krogan, and help reinvigorate his species. Due to the lack of Krogan upbringing or a sense of honour, Grunt is both violent and highly unpredictable.

Mass Effect 3

Grunt appears in the Attican Traverse: Krogan Team Side Mission if he survived Mass Effect 2 and you imported a save.

Mass Effect 2

In Mass Effect 2 Grunt is brought on the Normandy inside a stasis tank, afterward Commander Shepard may decide to free him. Grunt comes out of the tank and begins to choke Shepard. Shepard talks Grunt down, which makes Grunt respect him.

For his loyalty mission, Grunt goes to the Krogan homeworld of Tuchanka for a puberty ritual but is opposed by a traditionalist clan leader who thinks Grunt isn't a real Krogan. When Grunt completes the trials, he kills the traditionalist clan leader and joins clan Urdnot.

Quotes:

"I am pure krogan; you should be in awe."

"I'd never stab you in the back, Shepard. Warriors like you and me -- straight to the face."

"Too many. Gave them hell but...shields dropped. Good fight, Shepard. Good fight."

"So we'll fight in the shade...but no hiding!"

"We should get behind...stuff."

"I AM KROGAN!"

The Illusive Man



First Appearance	Mass Effect 2
Race	Human
Squadmate	No
Voiced By	Martin Sheen

The Illusive Man is the mysterious leader and benefactor for the group known as Cerberus. He brings Commander Shepard back in Mass Effect 2 and gives him unlimited funding for his missions. He is frequently seen smoking a cigarette. Little else is known about his character.

The Illusive man believes humanity should be one of the most dominant forces in the galaxy and is willing to do anything to promote and strengthen the human race by any means necessary.

In Mass Effect 2, the Illusive man manages to get ahold of Shepard's dead body and has Shepard revived with his Lazarus project. After 2 years, Shepard awakens and is sent by the Illusive man to find out what is behind the disappearances of human colonies. He tends to not reveal important details to Shepard leaving Shepard angry and always keeps his true motives secret. He even goes as far as to send Shepard into a trap in order to gain intel on the Reapers. He wishes for the Reaper base to be intact at the end of Mass Effect 2 but the choice is yours whether or not to use that technology.

In Mass Effect 3 he takes a piece of the blueprints to the weapon known as the Crucible which turns out to be the catalyst for the weapon. He does what he can to prevent Shepard from destroying the Reapers even going as far as to target the Council. You later learn that his overall intention was to take control of the Reapers but was indoctrinated by them in the process.

Mass Effect 3

Spoiler - Click to see/hide

Quotes

"Salvation comes with a cost. Judge us not by our methods, but by what we seek to accomplish."

Jack



First Appearance	Mass Effect 2
Race	Human
Squadmate	Yes
Voiced By	Courtenay Taylor

Jack started out as a little girl who was experimented on by a rogue group of Cerberus agents. The reason for the experimentation performed on her was her potential to be one of the most powerful human biotics alive. While formally referred to as "Subject Zero" but the officials, most handlers gave her the name "Jack". She is a criminal who was convicted of piracy, kidnapping, vandalism, and murder. After being captured for her crimes she was put in stasis on the prison starship Purgatory. When Commander Shepard came to recruit her in Mass Effect 2, the Blue Suns who operated the prison betrayed him/her. They revealed they only wanted Shepard to come so that they could sell him/her to the highest bidder. Shepard then rescued Jack and escaped with her. She is a possible romantic interest for male Shepard in Mass Effect 2.

Jack in Mass Effect 3

If you import a Mass Effect 2 save with Jack alive, she will appear in Grissom Academy: Emergency Evacuation. Jack took a job teaching children about biotics and managed to become slightly more mature in the process. Jack is a Romanceable Character in Mass Effect 3, but only if you previously romanced her.

Jack as a Phantom

You must import a Mass Effect 2 save with **Jack** alive for this Easter Egg. If you don't rescue Jack in Grissom Academy: Emergency Evacuation before Priority: Citadel 2 she will appear as a Phantom in Priority: Cerberus Headquarters in the Reaper Heart/Brain room. The lifebar for a Phantom will simply be renamed "Jack" and she will say "I will destroy you!"

Quotes:

"Turns out, mess with someone's head enough, you can turn a scared little kid into an all powerful bitch."

"If you screw with my head, make me nod and smile at everything...I'd rather you blew my head off. Let me die as me."

"Hello, dead people."

"Fly, bitch!"

Jacob Taylor



First Appearance	Mass Effect 2
Race	Human
Squadmate	Yes
Voiced By	Adam Lazarre-White

Jacob Taylor is first introduced in Mass Effect 2 as a loyal member of Cerberus. His loyalty mission involves finding his father after being lost at space for 10 years. The player quickly learns that Jacob's father lied to the crew about being stranded and constructed a sort of hierarchy on the remote planet. He took all of the power and subjugated his crew to food that was toxic to the mind to ensure his own survival as "king", and it's up to Jacob and Commander Shepard to deal with what he has done. Jacob begins as a loyal member of Cerberus in Mass Effect 2, but by the end of the game he should be loyal to Shepard.

Quotes

"So much for peace."

"A good deed's like peeing yourself in black pants; warm feelings but no one notices"

James Vega



Lieutenant James Vega is a new Human introduced by Mass Effect 3 Executive Producer Casey Hudson. He is a human Systems Alliance soldier and can be recruited by Commander Shepard in Mass Effect 3. Vega was created to appeal to new players entering the franchise with Mass Effect 3. James, while being a capable soldier, is unfamiliar with the dog-eat-dog mentality of galactic politics.

First Appearance	Mass Effect 3
Race	Human
Squadmate	Yes
Voiced By	Freddie Prinze, Jr.

James Vega is not a romanceable character in Mass Effect 3.

Background

Mass Effect: Conviction gives an origin story for Vega, placing him on Omega after the events of Arrival, the final Mass Effect 2 DLC. On Omega, Vega fights with multiple Batarian patrons at a bar after destroying a television reporting on the destruction of a mass relay, (caused by Commander Shepard) and Batarian officials are calling for Shepard's execution due to his actions. This fight is intervened by Admiral Anderson, who recruits Vega, stating that a soldier as good as him does not deserve to waste time on Omega. Anderson then assigns Vega to guard a prisoner on the Normandy, coincidentally, Commander Shepard.

In Mass Effect 3, Vega appears at the beginning taking Shepard to meet with Earth's council. After the Reapers invade Earth, he along Shepard escape on the Normandy.

Joker (Jeff Moreau)



First Appearance	Mass Effect
Race	Human
Squadmate	No
Voiced By	Seth Green

Jeff Moreau, better known as Joker, is the pilot of the SSV Normandy and later the Normandy SR-2. He makes a lot of jokes, and in Mass Effect 2 is constantly bickering with EDI the ship's new AI. Joker is an excellent pilot and is very confident with himself. Joker suffers from a rare disorder, Vrolic Syndrome, which gives him incredibly brittle bones. He was born with severe fractures in his legs, which is seen by his use of crutches and leg braces.

In Mass Effect 2, the Normandy was destroyed by a Collector ship. Joker thought he could save it despite its critical injuries, but is talked out of saving it by Shepard. After the destruction of the ship, Joker joins Cerberus after hearing about the Lazarus project to bring Shepard back and to also be the pilot of the Normandy SR-2. Joker managed to get quality treatment for his legs at Cerberus and can now walk without crutches. However his legs are still brittle and he can't run. When Commander Shepard was off on a mission in Mass Effect 2, the entire ship gets overrun with Collectors. Even though he manages to save the ship with the help of EDI, most of the crew was abducted. There is a possible outcome in Mass Effect 2 where Joker is the sole survivor of the last mission in the game. However that save cannot be used in Mass Effect 3. (Voiced by Seth Green).

Quotes:

"I'm not good. I'm not even great. I'm the best damn helmsman in the Alliance fleet."

"Garrus has finally worked that stick out of his butt and is now beating people to death with it."

"Hey Commander, we got Garrus back! That's great, because he was totally my favorite...with that pole up his ass."

"Oh, another dangerous alien aboard, Commander. Thanks. Why can't you collect coins or commemorative plates or something?"

"So, Commander, even your asari are trained killers? You got everyone at the same store or something?"

"Did you collect stray cats as a kid, because we really needed a mega-krogan...so thanks for bringing him home."

"It's great to see Tali on board, Commander. Just like old times. It is her, right? I mean because of the mask it's...ah, never mind."

"Hey, Commander. I guess the geth aren't all bad, huh? They're like EDI's ex-con uncles we don't talk about."

"I'm not saying anything about Jack. I'm not stupid."

"Commander, Zaeed is like you, but takes checks. As long as it's not my money, we're good."

"Boy am I glad to be off Noveria. I don't know which is worse; the cold or the corporations. One will freeze your balls off, the other will sell 'em out from under you. With all due respect, Commander."

Kai Leng



First Appearance	Mass Effect 3
Race	Human
Squadmate	No
Voiced By	Troy Baker

Kai Leng is an agent for Cerberus who takes orders directly from the Illusive Man. In the Mass Effect novels, Leng is sent to locate and terminate Paul Grayson. He is the top Cerberus wet-works operative sent for assassinations.

Excerpt from The Art of Mass Effect Universe

Kai Leng, Cerberus's top assassin, was featured in the Mass Effect novels. Mass Effect 3 marks the first time he appears in a game. Early concepts gave him metal legs and hard armor, but this evolved into a stealthier appearance with a coat reminiscent of Thane's. His face and body kept a few cybernetic implants to imply he'd been modified since the events in the books to become even deadlier.

Kaidan Alenko



Kaidan Alenko was first introduced in Mass Effect as your first **First Appearance** in Mass Effect. He is a human soldier equipped with an "L2" biotic implant that allows his powers to spike higher than most other biotic soldiers at the expense of painful migranes. He is a possible romantic interest for a female Shepard in the original Mass Effect and he can also die during the mission on Virmire. **Race** Human **Squadmate** Yes **Voiced By** Raphael Sbarge

In Mass Effect 2, he makes an appearance on Horizon (provided he survives the events of Mass Effect), but he does not join your party.

Kaidan returns in Mass Effect 3 (providing he survived the Virmire mission in Mass Effect). Kaidan before the events of Mass Effect 3 has recently been promoted to Major and commands the 1st Special Operations Biotic Company. In Mass Effect 3 Counciller Udina offers Kaidan the chance to become a council spectre, which he accepts making him the second human (behind Shepard) in history to given spectre status. Kaidan returns in Mass Effect 3 as a squadmate and is romancable for male and female Shepards.

Quotes

"I think we're gonna need a bigger boot, Commander."

Kasumi Goto



First Appearance	Mass Effect 2
Race	Human
Squadmate	Yes
Voiced By	Kym Lane (Kym Hoy)

Kasumi Goto is a master thief, recruited by Cerberus to aid in your mission. She only becomes available after purchasing her DLC pack, already included in the PS3 version of Mass Effect 2.

During her loyalty mission in Mass Effect 2, you infiltrate a lavish party hosted by a wealthy business man named Donovan Hock who stole Kasumi's dead lover's digitalized memories. You can take the M-12 Locust SMG for use in the rest of the game. This is the only way to receive the gun.

Kasumi appears in Mass Effect 3 provided that you imported a save with her surviving the suicide mission of the previous game.

Quotes

"I'm the best thief in the business, not the most famous. Need to watch my step to keep it that way."

Kelly Chambers



First Appearance	Mass Effect 2
Race	Human
Squadmate	No
Voiced By	Cara Pifko

Kelly Chambers, also known as Yeoman Chambers is a Psychologist and acts as an informant to Commander Shepard in Mass Effect 2. She tells him what is going on in the Normandy SR-2 including if e-mails have been received, and when crew members need to speak with him. Being a counselor, she also informs Shepard of the psychological state of the crew, similar to Traynor's role in Mass Effect 3.

Mass Effect 3

In Mass Effect 3, Kelly Chambers can be found in the docking area of the Citadel, tending to the refugees being housed there.

If you imported a Mass Effect 2 save and owned any fish, she will have them sent back to your aquarium on the Normandy.

After Priority: Citadel 2, return to the same spot in the docks where Shepard previously found her, and overhear a conversation about Kelly's current whereabouts:

Spoiler - Click to see/hide

Mass Effect 2

Chabers was a potential romantic interest for the male or female Shepard in Mass Effect 3. She is employed by Cerberus and is said to be working within the "Lazarus Cell." If talked too enough on the Normandy, she can offer to feed Shepard's fish when he is not around.

When Shepard and crew are off on a mission, the Collectors invade the Normandy and abduct Kelly

along with most of the crew except for Joker. If you don't perform any missions between the abduction and going to the Collector's base, she can be saved along with the rest of the crew. If not then she'll die.

Quotes

"Character matters, not race or gender."

Kumun Shol

This page contains end-of-game spoilers.

Kumun Shol is a Volus prophet who predicted the ending of Mass Effect 3, or at least the periodic Reaper invasion, all the way back in Mass Effect.

In Mass Effect, when you scan the planet Klencory in the Newton system of the Kepler Verge cluster, you get this description:

Klencory is famously claimed by the eccentric volus billionaire Kumun Shol. He claims that a vision of a higher being told him to seek on Klencory the "lost crypts of beings of light." These entities were supposedly created at the dawn of time to protect organic life from synthetic "machine devils." Shol has been excavating on Klencory's toxic surface for two decades, at great expense. No government has valued the world enough to evict his small army of mercenaries.

In Mass Effect 3, the description reads:

Klencory is famously claimed by the eccentric volus billionaire Kumun Shol. His once-ridiculed visions of "beings of light" protecting organic life from synthetic "machine devils" don't seem quite so far-fetched now. His private army of mercenaries are well-established on the planet, waiting for husks to come knocking in on their door. In all likelihood, they will be obliterated by the molten metal of a Reaper orbital bombardment, on its way to somewhere important.

Legion



First Appearance	Mass Effect 2
Race	Geth
Squadmate	Yes
Voiced By	D.C. Douglas

Legion is a Geth that actually protected Commander Shepard during a mission to collect a Reaper IFF. He was deactivated during the mission, and Shepard re-activated him to discover that he was friendly. He contains 1,183 geth programs, allowing him to think independently and speak. He was created after Shepherd defeated Sovereign, and while following Shepherd's trail, found the crash site of the original Normandy. Legion recovered a piece of Shepherd's N7 armor and grafted it to his body. Legion is actually a member of a sect of the Geth that is not aggressive to all beings. For his loyalty mission, he goes to a Geth station to destroy a Geth virus. However, Legion realizes it can be used to rewrite the programming of the heretic Geth units and the decision is up to Shepard whether to destroy the virus or rewrite the heretics. He joins your team and can be sent into the ducts during the suicide mission in Mass Effect 2.

Legion in Mass Effect 3

If Legion survived Mass Effect 2, you can import a save with him alive to see a cameo in Mass Effect 3. Legion shows up in Priority: Geth Drednought hooked into a Reaper-controlled system. If you don't import Legion, the Geth VI takes his place.

Legion as Cerberus Assassin

You must import a Mass Effect 2 save in which you turned **Legion** over to Cerberus. In Priority: Cerberus Headquarters as you fight through the Reaper Heart/Brain room you'll come across a number of Cerberus Nemeses and a Geth named "Legion Assassin" that has the same appearance as Legion.

Quotes

"My name is Legion, for we are many."

"Shepard-Commander!"

"Organics fear us. We wish to understand, not incite."

Leviathan

Leviathan is a Reaper that was mentioned before by returning character Balak, a Batarian who first appeared in the original Mass Effect's Bring Down the Sky DLC and later made a brief appearance in Mass Effect 3. According to Balak, Leviathan indoctrinated many inhabitants of the Dis system after being unintentionally activated.

Liara T'Soni



Dr. Liara T'Soni is an Asari scientist and first appeared in the original *Mass Effect* Commander Shepard decides to search for Liara in connection to his investigation of Saren Arterius, and finds her amidst a Prothean ruin on the planet Therum, where she was studying Prothean artifacts. Shepard seeks her out in the hope that she has information on her mother, Matriarch Benezia, a powerful Asari biotic serving as top lieutenant to Saren. When you first meet Liara, she is, in addition to being on the other side of an impenetrable kinetic barrier, also trapped within a small field of energy. The earlier arrival of a Krogan mercenary and the Geth prompted her to erect the barrier, with the energy field being an unexpected setback, as it has made it impossible for her to escape. The Commander frees her and she joins Shepard's team. Liara is a possible romantic encounter for both male, and female, Shepard in the original *Mass Effect*.

After Feron the Drell informs Liara of Shepard's death at the beginning of *Mass Effect 2*, she decides to retrieve her friend's body. Feron also informs her that the Collectors hired the Shadow Broker to find out the location of the body. The meeting is cut short by Blue Suns mercenaries. They barely escape the attack only to be captured by Miranda Lawson and taken to a Cerberus facility.

Liara meets The Illusive Man who convinces her of finding out why the Collectors hired the Shadow Broker to get Shepard's body. Liara agrees, but only for Shepard's sake.

The mission is successful, however Feron managed to save Liara at the price of getting captured. Liara agrees to hand over Shepard's body to Cerberus, so they can bring him back to life, while she goes on to find the Shadow Broker to settle the score.

In *Mass Effect 2* Liara is pursuing the Shadow Broker. She is an information trader and is looking to find who, or whatever the Shadow Broker is. Shepard and Liara eventually find the Shadow Broker's ship, the eye of a massive natural storm, caused by the large temperature difference between night and day on the planet. Shepard and Liara discover that the Shadow Broker is a Yahg, who took the place of the previous Shadow Broker. Shepard and Liara defeat him, and then Liara takes on the role of the Shadow Broker herself. During the Shadow Broker DLC you can again pursue a romantic encounter with Liara, but only if you romanced her in *Mass Effect 1*.

Spoilers:

In Mass Effect 3, Liara reappears on Mars trying to find ancient Prothean ruins.

Miranda Lawson



First Appearance	Mass Effect 2
Race	Human
Squadmate	Yes
Voiced By	Yvonne Strahovski

Miranda Lawson is a Cerberus operative who was designed to be the perfect woman. She is the head scientist of the Lazarus project which was responsible for Commander Shepard's recovery at the beginning of Mass Effect 2. She is a very serious person who often talks about feelings of inferiority by being an altered human and strives to do well in order to gain acceptance which led her to joining Ceberus in the first place. Her loyalty mission consists of her trying to get her sister back from her father who created them both. She is also a possible romantic interest for male Shepard in Mass Effect 2, is a Biotic and can also command a team during the suicide mission. If Miranda survived the suicide mission from the previous game, she will appear throughout Mass Effect 3. A short time into the game Shepard will receive a message from Miranda informing him/her that she is on the Citadel and wishes to meet with Shepard. Miranda is able to continue a romantic relationship with Shepard, if one was started in the previous game.

Quotes

"I'm an excellent judge of character. I think you'll find my assessments to be right on the money."

Mordin Solus



First Appearance	Mass Effect 2
Race	Salarian
Squadmate	Yes
Voiced By	Michael Beattie

Mordin Solus is a brilliant Salarian scientist that can join Commander Shepard's team in Mass Effect 2. He is responsible for the modification of the Krogan Genophage. Mordin is first encountered on Omega where he runs a clinic for the victims of a recent plague outbreak that affects all races except humans and Vorcha. Mordin manages to create the cure, but he can't distribute it into the ventilation system because he can't abandon his patients. After Shepard distributes the cure for him, Mordin joins the crew.

Most of Mordin's time on the Normandy SR-2 is spent in the ship's lab where you can speak with him for a few humorous exchanges. He is known for thinking aloud and his extremely fast ramblings. He also reveals when talked to that he used to sing Gilbert and Sullivan. His research on the ship led to the team being able to go fight the collectors on the colonies without succumbing to their parasites.

For Mordin's loyalty mission, Mordin requests to go to the Krogan homeworld of Tuchanka to find his former assistant who he believes was kidnapped to find a cure for the Genophage. When Mordin finds his assistant, he discovers that he was never kidnapped but went voluntarily to help the Krogans, believing that the Genophage was an abomination leading to many stillborn infants. At the end of the mission you have a choose which will have a significant effect on Mass Effect 3. Whether or not to keep the data about curing the Genophage.

In Mass Effect 3, Mordin reappears on the Salarian homeworld Sur'Kesh to try and find a cure for the genophage while using a fertile female Krogan to help. He gets attacked by Cerberus but Commander Shepard manages to hold them off to secure the female Krogan's safety.

He joins the ship in Mass Effect 3 but is not a playable character focused on studying Eve and Wrex in order to create the cure for the Genophage. Whether or not he lives or dies in Mass Effect 3 is dependent on your choice of curing the Genophage.

Mordin is proficient in submachine guns and heavy pistols. In Mass Effect 2, Mordin also has access to the Incinerate, Cryo Blast, Salarian Scientist, and Neural Shock (unlocked upon completion of his loyalty mission) powers.

Quotes

"Perhaps later. Trying to determine how scale itch got onto Normandy, sexually transmitted disease only carried by varren. Implications... unpleasant."

"I am the very model of a scientist salarian, I've studied species turian, asari, and batarian. I'm quite good at genetics (as a subset of biology) because I am an expert (which I know is a tautology). My xenoscience studies range from urban to agrarian, I am the very model of a scientist salarian."

"Lots of ways to help people. Sometimes heal patients; sometimes execute dangerous people. Either way helps."

"Too many. Lost shields. Sorry, Shepard. Tell them...I held the line..."

"Wouldn't need me for simple."

"Have killed many, Shepard. Many methods. Gunfire, knives, drugs, tech attacks, once with farming equipment. But not with medicine."

Biography

Mordin is a former Special Tasks Group operative. During his STG tenure, he performed reconnaissance and was on the team that oversaw the development of the genophage. Mordin believes that each action is a means to an end, but also does not believe in taking a life for no purpose. Mordin's cleft horn is a souvenir from an encounter with a krogan gone wrong during an STG mission.

Morinth



Morinth is an Asari, and the daughter of the Justicar Samara. She has a rare Asari genetic disorder, so she is branded an Atdat-Yakshi, someone who inadvertently kills their partners when joining minds with them. Unlike her sisters who live in isolation because of the disease, Morinth embraces it since each mating makes her stronger and smarter. The player had to choose to either kill her or Samara in Mass Effect 2. If Samara was killed, Morinth would join your squad in her place.

First Appearance: Mass Effect 2
Race: Asari
Squadmate: Yes
Voiced By: Natalia Cigliuti

Morinth in Mass Effect 3

You must import a Mass Effect 2 save with **Morinth** alive for this Easter Egg. In the final battle of Earth: Part 1 right before you meet with Anderson at the camp, if you let **Morinth** live, Morinth will make a strange cameo. You will fight a banshee right before jumping on the ship to the camp and the name on the health bar will say "Morinth" instead of "Banshee."

Primarch Victus

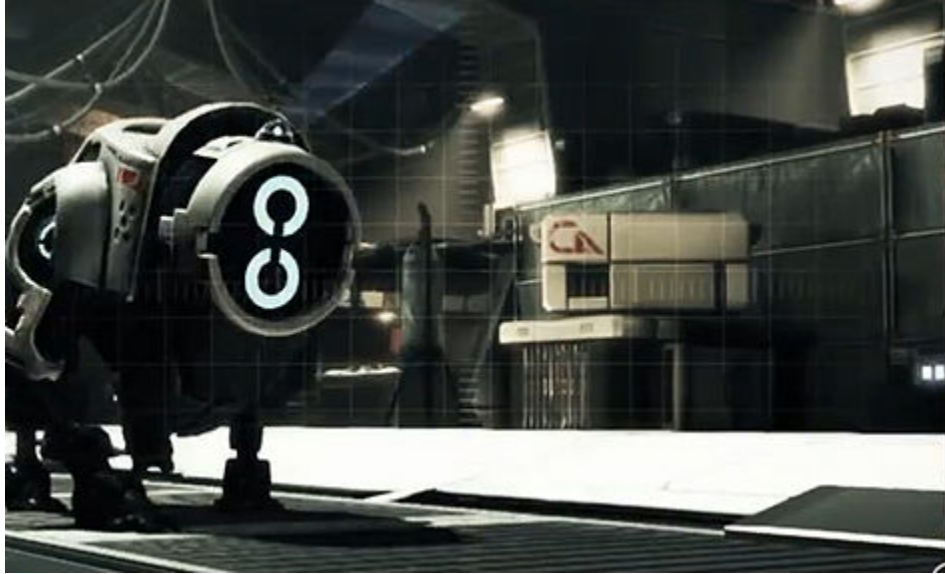


First Appearance	Mass Effect 3
Race	Turian
Squadmate	No
Voiced By	???

Primarch Victus is a Turian you meet on Palaven during the Priority: Palaven mission. He is a general who becomes Primarch upon the death of Primarch Fedorian, who you were originally sent to extract from Palaven.

He is known for using unorthodox methods to achieve victory. For example he let two opposing factions fight each other and wear themselves down before he had his troops move in to finish them off. He has one son who is a Lieutenant, but he dies while disarming a giant bomb on Tuchanka.

Robotic Dog



The Robotic Dog is listed as a piece of exclusive DLC with the N7 limited edition of Mass Effect 3. This companion will follow you while on board the Normandy.

Samara



First Appearance	Mass Effect 2
Race	Asari
Squadmate	Yes
Voiced By	Maggie Baird

Samara is an Asari Justicar, and a squadmate of Commander Shepard in Mass Effect 2. She is kind and calm, but an extremely powerful Biotic. Being a justicar, Samara has to abide by a strict set of rules and principles known as The Code. The player had to choose to kill either her or her daughter, Morinth, in Mass Effect 2, however, if the player did not have a high enough Paragon or Renegade score, Samara automatically kills Morinth. If Samara was killed, Morinth would take her place on your squad with nobody but Shepard really noticing because they look exactly like each other. Samara/Morinth is confirmed to appear in Mass Effect 3 as evident in the Female Shepard trailer. However it is currently unknown how much role she has at this time.

Samantha Traynor



Samantha Traynor, or Specialist Traynor works the Galaxy Map in the CIC of the Normandy. Traynor is a Romanceable Character, but she prefers women as companions and is only romanceable by female Shepard.

Specialist Traynor enjoys strategy games and can come to Shepard's room to play a game of chess in a cutscene.

First Appearance	Mass Effect 3
Race	Human
Squadmate	No
Voiced By	Alix Wilton Regan

Steve Cortez



Steve Cortez can be found in the Shuttle Bay of the Normandy. He handles requisitions for Shepard.

Cortez is a Romanceable Character but prefers men as companions and is thus only romanceable by male Shepard.

Race Human
Squadmate No

Voiced By Matthew Del Negro

Tali'Zorah vas Normandy



First Appearance	Mass Effect
Race	Quarian
Squadmate	Yes
Voiced By	Liz Sroka

Tali'Zorah nar Rayya is first introduced in the original Mass Effect when she's encountered attempting to trade information to the Shadow Broker in exchange for his protection. This information links the rogue spectre Saren Arterius to the Geth assault on Eden Prime at the beginning of the game. The Shadow Broker's agent had been bought out by Saren however, and had sent Tali into a trap. She provides evidence needed to expose Saren and joins Shepard after he saves her. She receives the adult name Tali'Zorah vas Neema after helping Shepard defeat Saren.

In Mass Effect 2 she can once again join Shepard's crew, and must confront the charge of treason for sending active Geth to the fleet during her specific loyalty mission. This takes players to the Migrant Fleet; a massive fleet of ships that serves as home to the nomadic Quarians. While trying to find evidence that supports her for her trial, she discovers her father was guilty of the crime she was accused of. She begs Shepard not to ruin her father's name. After Shepard helps her with her trial, she changes her name from Tali'zorah vas Neema to Tali'zorah vas Normandy. The surname in Quarian culture is the ship they call home.

Romance

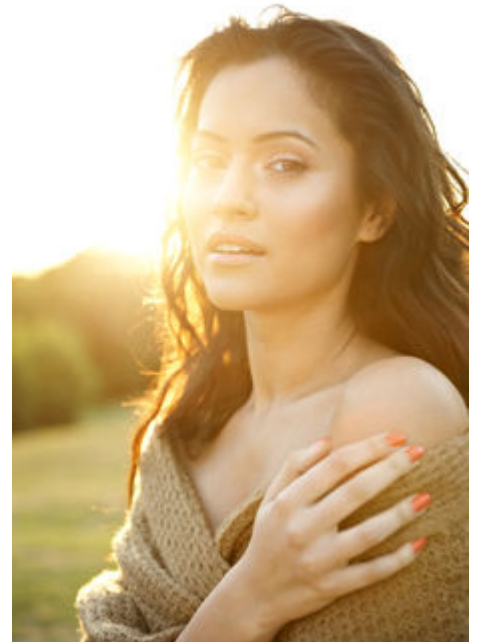
Tali'Zorah vas Normandy

Only Male Shepard can romance Tali. The romance must be started in Mass Effect 2.

- When Tali first boards the Normandy after Priority: Geth Dreadnought, you can talk to Tali about rekindling a relationship. This does not commit you to a relationship as of yet.
- During the Side Missions but BEFORE Priority: Rannoch, Tali will send you a message. Invite her to your quarters and, in the cutscene, you can recommit to Tali. If you miss this moment, Tali will no longer be romanceable.

- Talk to Tali on the Citadel before Priority: Rannoch to choose her side in an argument. She returns to the Citadel after Rannoch as well as a diplomat.
- After Priority: Cerberus Headquarters, you can talk to Tali in the bar-like lounge in the Normandy's Crew Quarters. She will be very drunk. She also appears talking to Garrus.
- After Rannoch, if you have successfully rekindled a relationship, you can talk to Tali in Engineering of the Normandy to receive a **picture of her with her mask off**. It appears by your bed. Note: The picture is an edit of a stock-photo. Some fans are angered that more effort wasn't put into the Quarian race/the payoff wasn't worth it.
- There is a humorous romantic scene involving Tali and Garrus in the Main Battery before heading to Earth should you choose to commit to another partner.

Tali's Photo



If you rekindle a romance with Tali in Mass Effect 3, she will give you a photo of herself for your bedstand. The photo has been identified as a doctored stock photo, which generated a minor controversy.

Thane Krios



A deadly assassin and a master of death, **Thane Krios** is one of the most lethal characters in **Mass Effect 2** recruit in your squad. Thane is a Drell that is recruited to your team during a mission where you attempt to stop him from assassinating a target. Despite his lethality, Thane is deeply religious and prays to the Drell gods before and after he takes on an assignment. He asks for forgiveness after killing each target, ignoring those around him until he is finished doing so. He sees his own body as a tool to be used to commit murder, much like one would use a weapon.

Thane is first met on Illium where he manages to kill a powerful Asari businesswoman who mistreats her employees and manages to slip by her security and then kills her in her office. His loyalty mission is to stop his son Kolyat, also an assassin, from killing a Citadel politician up for election. Thane suffers from a rare disease called Kepral's Syndrome that will eventually kill him and he is prepared to accept his death. Because of this, and the guilt he feels being an assassin, Thane decides to join Shepard for "one final mission".

Quotes:

"Killing is an art. And I...am a Master."

"The measure of an individual can be difficult to discern by actions alone."

Javik (The Prothean)



First Appearance	Mass Effect 3
Race	Prothean
Squadmate	Yes
Voiced By	Ike Amadi

From Ashes Mass Effect 3's first downloadable content was made available on launch day and involves acquiring Javik (The Prothean) on your team. It costs 800 Microsoft points.

Click this link to see the video

<http://www.ign.com/videos/2012/02/21/mass-effect-3-from-ashes-dlc-spoilers>

Urđnot Wrex



First Appearance	Mass Effect
Race	Krogan
Squadmate	No
Voiced By	Steve Barr

Urđnot Wrex is a Krogan bounty hunter that is first introduced in the original Mass Effect. He and Shepard are both after a nightclub owner, Fist. They decide to team up in order to ambush him. Later on Virmire, Saren has created a sort of a cure for the Krogan genophage, but it makes the cured Krogans slaves to Saren's will. Shepard expresses his belief that this false cure must be destroyed. Wrex is angered by this, believing that this cure is the key to Krogan survival. He and Shepard have a standoff where either Shepard can convince him the new "cure" is wrong or he can kill Wrex. If he survived in Mass Effect, he will reappear in Mass Effect 2 as the leader of the Urđnot clan of Krogans that Grunt is attempting to join. If he was killed in Mass Effect, his blood brother is the Urđnot clan leader. He cannot join your squad in Mass Effect 2. Although Wrex is not available for use in your squad he will be part of the story.

Quotes

"You look well for dead, Shepard. Should've known the void couldn't hold you..."

Urđnot Wreav



First Appearance	Mass Effect 3
Race	Krogan
Squadmate	No
Voiced By	Jim Cummings

Urđnot Wreav is Urđnot Wrex's brother. He replaces Wrex in Mass Effect 3 if you do not import a living Wrex with a previous save.

Vigil



Vigil is the dormant VI left behind by the last surviving Protheans on Ilos. When the Reapers invaded the galaxy 50,000 years ago, Prothean scientists on Ilos managed to stay hidden from the Reapers and be preserved in cryogenic chambers until the Reapers were gone. Unfortunately, centuries passed until they were finally gone and Vigil had to terminate the power to the chambers of the nonessential staff to preserve power. When the Protheans finally awoke, only the top twelve scientists were left.

In Mass Effect 2, it is revealed that Ilos shut down before anyone could get to it in time leaving the Citadel to again believe that Sovereign was a geth ship and that Reapers were no threat.

Zaeed Massani



First Appearance	Mass Effect 2
Race	Human
Squadmate	Yes
Voiced By	Robin Sachs

Zaeed Massani is a bounty hunter and mercenary that was contracted in Mass Effect 2 by Cerberus. He was contracted to help save mankind, but before he will join you must agree to help him stop the Blue Suns leader Vido Sandiago at an energy refinery.

During his loyalty mission, Zaeed reveals that he helped co-found the Blue Suns with Vido Santiago, who eventually betrayed Zaeed and shot him in the head. Even if you fail to kill Santiago, Zaeed can still be loyal if you have a high enough Paragon or Renegade.

Quotes:

"Rage is a hell of an anesthetic."

"I was just waxing goddamn nostalgic!"

Squad Members

Squad Members are the characters in your party. Here are the confirmed Squad Members in Mass Effect 3:

				
Commander Shepard	Ashley Williams	Garrus Vakarian	James Vega	Kaidan Alenko
				
Lara T'Soni	Tali'Zorah vas Normandy	EDI		

Alphabetical List of Squad Members

- Ashley Williams
- Garrus Vakarian
- James Vega
- Kaidan Alenko
- Lara T'Soni
- Tali'Zorah vas Normandy
- EDI

The Catalyst

The catalyst is a necessary component in the design of the crucible in Mass Effect 3.

Spoiler - Click to see/hide

Spoiler - Click to see/hide

During the endings, The Catalyst will be destroyed after saving the galaxy.

Spoiler - Click to see/hide

Controversies

This page collects the various Mass Effect 3-related **Controversies**.

Mass Effect 3 Ending Controversy

The Endings of Mass Effect 3 are disappointing to some fans due inconsistencies between Mass Effect 3 and the other games in the trilogy, lack of coherency with certain scenes, and to a varying degree, the lack of impact the players' decisions had on the final sequences. Furthermore; initial promises made by Bioware and its spokespeople about the branching quality of the endings were also not fulfilled.

Spoiler - Click to see/hide

Particularly aggrieved fans have launched a campaign to get the Mass Effect 3 ending changed. There is even a Retake Mass Effect movement which is raising funds for the Child's Play Charity, in the hope of being taken seriously by BioWare. So far they have raised over \$69,500. Their mission statement reads "We would like to dispel the perception that we are angry or entitled. We simply wish to express our hope that there could be a different direction for a series we have all grown to love." [1]

One of Mass Effect 3's Endings

When asked if BioWare listens to feedback, BioWare Director Casey Hudson said, "We pay very close attention to it. It's very important to us and we will always listen to feedback, interpret it and try and do the right thing by our fans."

In a response to the huge fan feedback regarding Mass Effect 3's ending, Chris Priestly, Bioware's community coordinator, wrote on Bioware's official forums that they are waiting for the appropriate time to respond.

Priestly wrote: "we appreciate everyone's feedback about Mass Effect 3 and want you to know we are listening. Active discussions about the ending are more than welcome here, and the team will be reviewing it for feedback and responding when we can.

On March 19, 2012, BioWare further responded on Facebook by saying that nothing was off the table.

"We would like to clarify that we are actively and seriously taking all player feedback into consideration and have ruled nothing out. At this time we are still collecting and considering your feedback and have not made a decision regarding requests to change the ending." [2]

- *See also: Mass Effect 3 Endings page.*

DLC Controversy

The first batch of DLC for Mass Effect 3, From Ashes, contains important story elements and an

important squad member. From Ashes is provided free for fans who purchase the Mass Effect 3 N7 Collector's Edition, or available for \$10 to everyone else. The content leaked to Xbox Live and caused controversy among fans unhappy with EA for releasing day one DLC.

Later, it was revealed that this squadmate's likeness was on the Mass Effect 3 disc, but BioWare confirmed that the remaining content, such as the assets for the DLC's quest and the character's dialog, was not on the disc.

BioWare's Response to the DLC Controversy

[3]

Tali's Photo Controversy



If you rekindle a romance with Tali in Mass Effect 3, she will give you a photo of herself for your bedstand. The photo has been identified as a doctored stock photo, which generated a minor controversy.

Some fans are upset Tali, a Quarian appears as a Human female in the photo. Also, the use of the stock photo itself seemed to some fans like it was 'shrugging off' a major reveal that should have had more attention put into it. nevertheless this image can be found on the internet by making a quick search "getty images hammasa royalty".

Character Importing Issues

There have been problems with importing previous saves on the Xbox 360. Namely if you tried to use a save on a system with a cloud save that wasn't made on the original system it won't be able to be used. The game will also not import the appearance of a Shepard created in the first Mass Effect.

Mass Effect 3 Space Controversy

Numerous issues came about when dozens of fans injured themselves in attempts to retrieve Mass Effect 3 from the wilderness in California. Fans at other sites have complained about the handling of the promotional campaign as well.

Did Mass Effect foreshadow Mass Effect 3's ending?

Kumun Shol is a Volus prophet who predicted the ending of Mass Effect 3, or at least facts about the series' ending, all the way back in Mass Effect.

In Mass Effect, when you scan the planet Klencory in the Newton system of the Kepler Verge cluster, you get this description (**spoilers below, but they are technically from Mass Effect**):



Klencory is famously claimed by the eccentric volus billionaire Kumun Shol. He claims that a vision of a higher being told him to seek on Klencory the "lost crypts of beings of light." These entities were supposedly created at the dawn of time to protect organic life from synthetic "machine devils." Shol has been excavating on Klencory's toxic surface for two decades, at great expense. No government has valued the world enough to evict his small army of mercenaries.[4]

In Mass Effect 3, the description reads:

Klencory is famously claimed by the eccentric volus billionaire Kumun Shol. His once-ridiculed visions of "beings of light" protecting organic life from synthetic "machine devils" don't seem quite so far-fetched now. His private army of mercenaries are well-established on the planet, waiting for husks to come knocking in on their door. In all likelihood, they will be obliterated by the molten metal of a Reaper orbital bombardment, on its way to somewhere important.

It turns out that Kumun Shol was right about a lot of what comes to pass at the end of Mass Effect 3.

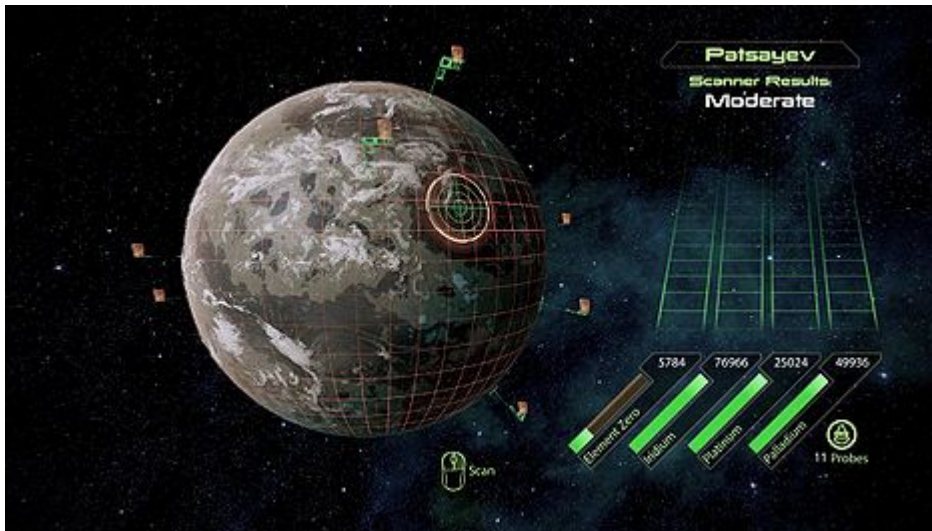
Credit



A **Credit**, or "Cred", has been used in both Mass Effect 1 and Mass Effect 2 as the basic means of currency. The standard credit was established by the Citadel's Unified Banking Act as the currency of interstellar trade. The credit has a managed floating exchange rate, calculated in real time by the central bank to maintain the average value of all participating currencies. Some regional currencies are worth more than a credit, and some less.

Credits are used by players to purchase upgrades in stores.

Elements



Elements

Elements (such as Iridium, Element Zero, Palladium, and Platinum) are found frequently in Mass Effect games, and are expected to make a return in Mass Effect 3. They are used to upgrade equipment, weapons, and ship upgrades. They have been mostly gained from mining planets, but BioWare has confirmed that mining will take a different form in Mass Effect 3.

Mining in Mass Effect 2 allowed for the removal of these elements from various planets. Above is a picture of the mining of a planet, and the removal of these elements.

Element Zero

Element Zero



Element Zero or "eezo" for short, is an element found frequently in the Mass Effect series. It is used to upgrade equipment and is the base ingredient for Mass Effect relays. It is thought that the Reapers themselves run on eezo.

Eezo is generated when solid matter, such as a planet, is affected by the energy of a star going supernova. The material is common in the asteroid debris that orbits neutron stars and pulsars. These are dangerous places to mine, requiring extensive use of robotics, telepresence, and shielding to survive the incredible radiation from the dead star. Only a few major corporations can afford the set-up costs required to work these primary sources.

Humanity discovered refined element zero at the Prothean research station on Mars, allowing them to create mass effect fields and develop FTL travel.

Iridium

Iridium is used to upgrade assault rifles, submachine guns, and heavy weapons.

Palladium

Palladium, an extremely common element, is in abundance throughout the galaxy. Palladium is used to upgrade cybernetics, shields, heavy pistols and armor.

Platinum

Platinum is used to upgrade sniper rifles, shotguns and medical equipment.

If you found this page while looking for the **Platinum Trophy**, you should instead, read the Trophies page instead.

Enemies

Here is a list of known or speculated enemy types in Mass Effect 3.



List of Enemies

- Abomination
- Atlas Mech
- Banshee
- Brute
- Cannibals
- Centurions
- Cerberus Combat Engineer
- Geth Hunter
- Geth Prime
- Geth Rocket Trooper
- Guardians
- Harbinger
- Harvester
- Husks
- Marauder
- Matriarch Benezia
- Nemesis
- Phantom
- Rachni
- Reapers
- Saren Arterius
- Shadow Broker
- Sovereign
- Thresher Maw

- The Thorian
- Varren

Abomination



Abominations are variants of the standard Husks. They glow red instead of blue, and sprint toward the player. When abominations get close, they detonate, exploding in a shower of a red mixture between organic and cybernetic material. They tend to travel in packs with other husks.

It is highly recommended that you shoot them before they get close to you and when they are close to other husks so that the explosion damages the Husks instead of you.

Atlas Mech



An Atlas Mech is a powerful machine that's new to Mass Effect 3. They are used by Cerberus soldiers who pilot it from the inside. It is equipped with armor piercing missiles, a giant claw to incapacitate others, and an Element Zero core. The Atlas Mech's main weakness is firing at the cockpit. If the pilot is killed and the mech is still in one piece, Commander Shepard can pilot the mech as a vehicle. They can also be taken down easily with missile launchers.

Hijacked Achievement:

Hijack an Atlas Mech

- *See also Achievements / Trophies*

Note: You cannot hijack the first Atlas you encounter on Sur' Kesh, as well as a handful of others throughout the game, but most subsequent Atlas can be hijacked. To do this, you'll need a Sniper Rifle. The Atlas has powerful Shields and Armor. First, kill any nearby Combat Engineers since they will heal the Atlas if they are present.

Click this link to see the video

<http://www.ign.com/videos/2012/02/28/mass-effect-3-hijacking-an-atlas-mech-hijacker-achievement>

Video of an Atlas Mech Hijacking

All you need to do is keep shooting the cockpit until the yellow Armor bar drops to about the about half way point. At this point the cockpit glass will shatter. Line up a shot that targets the pilot, preferably in the head, and you can kill him, leaving the mech vulnerable.

Approach the mech and you will get a button prompt to allow you to take control.

Banshee



Banshees are enemies introduced in Mass Effect 3. Much like husks, Banshees are Asari mutated by Reaper technology.

Banshees are said to be very powerful Biotic users and are protected by barriers and armor. Their screams can destroy your shields with one shout. They can also use Charge to do significant damage.

They first appear during the mission to save the Ardat Yahkshi. They are actually Ardat Yahkshi taken by the Reapers

Brute



Brutes are Krogan and Turians who have been combined, mutated and augmented with technology by the Reapers.

The bodies are Krogan with the only exception being a Turian head. The Brutes have an oversized claw that grants the ability to pick up and smash enemies into the ground. Given the prowess Krogans in battle, they are formidable foes in Mass Effect 3.

Contrary to persistent pre-release rumors, Brutes are not Yahg. [1]

How to Kill a Brute

Brute's defenses consist entirely of a yellow Armor bar. To deplete this you can use fire-based attacks and Powers meant to reduce armor. The most important thing to remember is to keep your distance. Stay behind cover and roll out of the way when it nears you. If it hits you, your shields will evaporate. Hit it with Grenades and other explosives. Armor Piercing Rounds and Disrupter Ammo are good to help reduce the armor, but explosives can momentarily pause the creature, giving you valuable time to get away.

Click this link to see the video

<http://www.ign.com/videos/2012/03/01/mass-effect-3-meet-the-brute>

Meet the Brute in Mass Effect 3

The Brute charges in straight lines, so you can always move perpendicularly to its motions.

If you manage to kill a Brute while it charges you, you'll get the Eye of the Hurricane achievement.

Cannibals



Cannibals are enemies that are introduced in Mass Effect 3. Like the Husks, they are the remains of Batarians who have been infused with cybernetic implants and turned into slaves for the Reapers. Cannibals have a human corpse attached to the Batarian body to serve as an arm. The corpse's legs are fused with a large gun.

Cannibals can eat any downed enemy to regain their health (hence their name). They not only gain health from eating downed enemys, but they gain protective armor. This armor glows red on the Cannibals. The armor can also be provided by the Marauders.

They are first seen being part of the Reaper ground forces that invade Earth.

Centurions



Centurions are Cerberus soldiers that are introduced in Mass Effect 3. They have more shielding than Assault troopers and have lots of smoke grenades that they use to blind your sight.

Combat Engineer



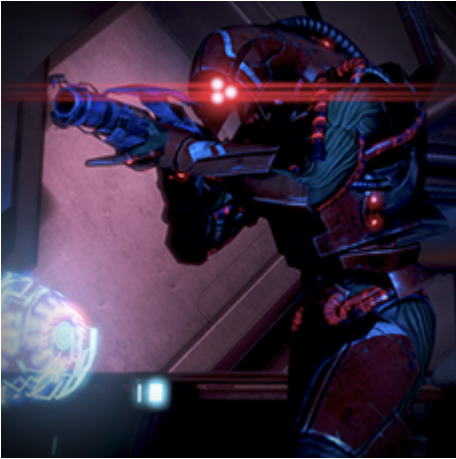
Cerberus Combat Engineers are the tech specialists that are part of Cerberus. They can deploy turrets which can be hacked by Shepard. They should be considered more dangerous than regular assault troopers because they have high shields and their turrets can do great amounts of damage.

Their turrets usually pause in between bursts of fire making that the best time to fire at them.

Geth Hunter

Geth Hunters are the stealth infiltrators of the Geth forces. They can use stealth camouflouge to disguise themselves and get up close to you for deadly accuracy. Like most Geth they also have high shields which need to be disabled.

Geth Prime



Geth prime are stronger versions of Geth that appear in Mass Effect 3. They utilize both shields and armor and also have the ability to deploy turrets. They are first encountered on the Geth Dreadnought.

Geth Rocket Trooper

Geth Rocket troopers are the heavy weapon users of the Geth forces.

Geth Trooper

Geth Troopers are the basic foot soldiers of the Geth forces. They don't use shields like other Geth and are the simplest ones to fight.

Guardians



Guardians are Cerberus troops who are armed with giant shields in Mass Effect 3. The shields can be removed by either using grenades or using the Pull or Singularity ability. It is also possible to kill them by shooting through the hole in the shield the Guardian uses to see. Doing this 10 times will earn you the Mailslot achievement.

Harbinger



Harbinger is a Reaper with the ability to take control of any Collector, including the Collector General, as pictured above. Any unit he takes control of is instantly killed and its body levitates and glows, and then gains increased health and strength in battle. When that Collector's body is destroyed, he can simply take control of another with no repercussions.

Quotes

"We are Harbinger."

"Assuming direct control."

Other Information

- SPOILER: At the end of Mass Effect 2, it is revealed that the character assumed to be Harbinger, the one pictured above, is merely a body Harbinger is using, as he vacates the body after Shepard's victory at the Collector Base.

Harvester

Harvesters are the dragon-like creatures that can be seen in some of the Mass Effect 3 trailers and the first part of the Mass Effect 3 demo. They have previously only been discussed in a Mass Effect art book and briefly appeared on Tuchanka during Grunt's loyalty mission and in a cutscene in Mass Effect 2. It seems that the Harvesters seen on Tuchanka are different from the harvestors seen in Mass Effect 3, and have been altered by the Reapers into a husk-like form of the organic harvester.

A Video of the Original Harvester Model from Mass Effect 2

Husks



Husks are human corpses that have been reanimated by the Geth, who in turn received the technology from the Reapers. Husks are made from Geth placing corpses on massive spikes, (known as dragon's teeth) where they are absorbed of their organic material and nutrients, which is then replaced with cybernetics. They are always hostile to the player, but are extremely weak enemies. They tend to crawl up from railings and out of vents and attack in packs to overwhelm Shepard and his squad. Overall they tend to act like zombies.

In Mass Effect 3, it is revealed that other species can be turned into husks as well such as the Krogan and Asari.

Marauder



The marauders are the "generals" of the husklike enemies, taken from one of the species most skilled at warfare, the Turians. Marauders are one of the only types of husks capable of reviving fallen allies and can use firearms. They also have high shields when they are in combat

Matriarch Benezia



Matriarch Benezia is a skillful biotic user of the Asari race. She is this spiritual leader of her people. She is the Mother of Liara T'Soni, Benezia was working with Saren Arterius against the galaxy and was responsible for the attacks that occurred on Eden Prime in Mass Effect 1. She was a slave to Saren's will, and was ordered to make sure Commander Shepard was killed.

In Mass Effect 1 you find Matriarch Benezia on Noveria, where she is working on a project to breed Rachni, which were meant to be part of Saren's army to help him rule the galaxy. She was found by Shepard beside the Rachni Queen and attacked Shepard and his squad members. She was able to break free of Saren's will for a moment to warn them about Saren's power and motives, but was unable to muster enough mental strength to continue and finally succumbed to his will again causing Shepard to kill her. Liara was not sad of the death of her mother because she wanted to remember her as the person before Saren took control of her.

Nemesis

The Nemesis is a sniper-based enemy in Mass Effect 3. They are equipped with a long range and high power rifle designed to take out most enemies in one shot. If this enemy is in the area, be very careful and approach with caution. If they are at a distance, they can be very tricky to deal with; but if in close quarters, they pose little threat to you.

Phantom



Phantoms are new enemies appearing in Mass Effect 3. They first appear in the Ruthless and intelligent enemies trailer and are skilled fighters for Cerberus. Phantoms are one of the more dangerous foes you will face. They have a ranged attack which does moderate damage, a melee attack which does moderate damage and can stagger, and an execution type ability which will kill the player instantly. They also have a cloak ability similar to the Infiltrator's which they only seem to use if they're being attacked.

Reapers



The **Reapers** are an ancient race of machines. Called "the Old Machines" by the Geth, they waited in deep space, beyond the Perseus Veil. Their main goal is to harvest all organic species and resources in the galaxy for consumption and also to create more Reapers. Once that is complete they remove all traces of their existence and then go back into deep space where they can't be found.

During the events of Mass Effect, a rogue Spectre named Saren worked with the Reaper Sovereign to destroy the galaxy. Sovereign managed to brainwash Saren through the Reaper process of indoctrination so that he could open the mass relay inside the citadel which would transport the Reapers there to begin their cycle again. Shepard stopped Saren and Sovereign was destroyed by a fleet of citadel ships at the end of Mass Effect. In Mass Effect 2, the Collectors started to abduct human colonies to prepare for the Reapers' invasion of the galaxy. The Collectors were using the humans so that they could create a giant human shaped Reaper. Once again, Shepard saved the galaxy and destroyed the Human-Reaper. At the end of ME2, It is learned that the Reaper Harbinger was in control of the Collector General and was personally directing the Collectors the entire time. There is also a scene of Harbinger and thousands of Reapers moving towards the galaxy, setting the stage for Mass Effect 3.

Saren Arterius



Saren Arterius was Commander Shepard's nemesis in the original Mass Effect. He was indoctrinated by the Reaper warship Sovereign to do his bidding. Saren then amassed a Geth army and invaded Eden Prime at the start of the game. He killed his old friend Nihlus, a Turian Spectre that was there to chart the Commander's performance. Saren then found the Prothean beacon and left.

Commander Shepard then encounters Saren on Virmire, as Shepard's getting ready to blow up Saren's base, the two engage in combat. Shepard wounds Saren, but he gets away. Shepard's final battle with Saren in the Citadel Tower. Shepard defeats Saren at first, or at least he thinks he does. After Virmire, Sovereign implanted Saren with tons of cybernetics. Saren falls into the garden below the tower and confronts the commander one last time. If Shepard has a high enough Paragon or Renegade, Saren can briefly snap out of his indoctrination and kills himself. If not, Saren transforms into a sort of cybernetic gecko that's more machine than turian. Shepard then finishes Saren off once and for all, while outside the fighter ships are defeating Sovereign.

First Appearance	Mass Effect
Race	Turian
Squadmate	No
Voiced by	Fred Tatasciore

Shadow Broker



The **Shadow Broker** is a very mysterious and secretive information dealer. He exchanges secrets and information to the highest bidder. Some believe the Shadow Broker is a group of individuals, as no one could keep all that data safe and organized.

First Appearance Mass Effect

Race Yahg

Voiced By

Steve Blum

In Mass Effect 2, the Shadow Broker is revealed to be a Yahg that took over the role by killing the previous Shadow Broker. After he is killed, Liara takes his place as the new Shadow Broker.

Sovereign



Sovereign is the Reaper dreadnaught that guided Saren during the events of Mass Effect. At two kilometers long, it is bigger than any other ship ever seen, and has a mixed crew of Geth and Krogan. Its spinal-mounted main gun is powerful enough to pierce through another dreadnaught's kinetic barriers in just one shot.

Sovereign was left behind by the other Reapers to be the Vanguard so that it can restart the cycle of harvesting again. It couldn't however use its original method of using the Keepers in the Citadel to activate the hidden mass relay so it had to open it from the citadel manually. For that purpose, it indoctrinated the renowned Turian Spectre Saren to do its bidding and organized an army of Geth to infiltrate the Citadel and open the mass relay inside to dark space to bring back the other Reapers. Fortunately it was destroyed by a fleet of ships before that could happen.

Quotes

"We impose order on the chaos of organic evolution. You exist because we allow it, and you will end because we demand it."

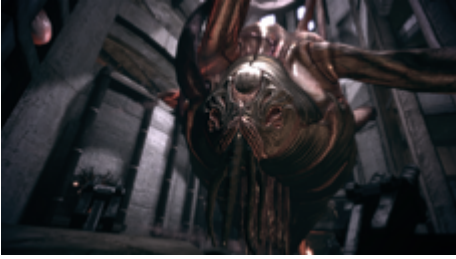
Thresher Maw



Thresher Maws are gigantic subterranean worms. These creatures can grow up to 90 meters long. These worms lie beneath the surface and attack targets by surprise from below. They can be found on numerous worlds but are mostly native to Tuchanka, and must be defeated as a rite of passage for adolescent Krogans. Actually defeating a Thresher Maw is not required to pass the rite of passage however and merely fighting it until a certain amount of time is enough to pass. The last person to have beaten a Thresher Maw (If Grunt didn't do it in his rite of passage) was Urdnot Wrex. It has been confirmed that they will reappear in Mass Effect 3 fighting against the Reapers.

In Mass Effect 3, the largest thresher maw ever seen named Kalros appears on Tuchanka and manages to destroy a Reaper.

The Thorian



The Thorian is an enemy found on Feros at the Exogeni Corporation Headquarters in Mass Effect. This enemy is known as an ancient sentient plant that is several thousands of years old, and is from a time before the Protheans. These beings hibernate for very long periods of time. The Thorian is able to control individual's minds with its telepathic abilities. The Thorian releases toxic spores into the air, and when inhaled, the inhalee succumbs to the Thorian's control. It can control the entire individual's body and behavior.

The Thorian's lair happened to be beneath ExoGeni's Headquarters which caused the being to come out of hibernation. Exogeni began sending surveyors into the Thorian's lair. The Thorian could not resist taking control of so many weak individuals. These individuals continued to disappear and Exogeni began to take notice. In the hopes of stopping this outbreak, ExoGeni then isolated the population of the colony at Zhu's Hope from the outside world. From that time the population at Zhu's Hope became more infected with the Thorian's toxins and under its complete control.

Commander Shepard then came to Feros and Zhu's Hope, where he was asked to help fix the problem. The Thorian picked up on Commander Shepard and knew Shepard was likely there to defeat him. The Thorian made the population at Zhu's Hope turn on Shepard and try to kill him and his squad members, as well as destroy the Normandy. Shepard confronted the Thorian and learned that it was part of Saren's plan to rule the galaxy, but Saren had betrayed the Thorian, which is why the Thorian then decided to attack Shepard. After defeating waves of enemies, Shepard destroyed the Thorian's neural nodes attached to the building, causing the Thorian to dislodge from the walls and fall through the ruins to its death. Exogeni decided to scavenge the remains of this beast and began testing it to cure anyone still being affected or damaged by its toxins.

Turret



Turrets are deployed by Combat Engineers. They have both Shields, which can regenerate over time, and Armor. Turrets automatically track Shepard and deal a great amount of damage.

How to Destroy a Turret

Overload and Disruptor Ammo will take out the Turret's Shields. Fire-based attacks will reduce it's armor.

Turrets are subject to Sabotage, which can be used to turn them on enemies.

Varren



Varren are dog-like creatures primarily owned by Krogan in the Mass Effect universe. Acting on primal instinct, they travel in packs in search of food. They are almost always hostile to the player, unless domesticated on Tuchanka. It is suspected that they will return in Mass Effect 3.

Governments



Governments are political groups that preside over certain areas or races. Known governments include:

- Systems Alliance (Humans)
- The Citadel Council (The Citadel and all Citadel Space)

Citadel Council

Citadel Council



The **Citadel Council** is the reigning government across the systems in jurisdiction of Citadel Space. It is an executive committee composed of representatives from the Asari Republics, the Turian Hierarchy, and the Salarian Union. Later, the Humans join the committee. In Mass Effect 3, the Council will only consist of the members that were in the original Mass Effect, if the player chose to save them at the end. If the player was Renegade at the end of Mass Effect and chose not to save the council, then the council will consist solely of humans.

Systems Alliance

Systems Alliance



The **Systems Alliance** is the reigning human government. It represents Earth and all human colonies within Citadel Space. It started as a national space program created to be the galactic face of humanity, as the humans knew that alien contact was inevitable. The Alliance is responsible for the governance and defence of all extra-solar colonies and stations. It oversees the training of soldiers, including Shepard.

Locations

Here is a list of **Locations** in Mass Effect 3.



List of Locations

- Citadel Space
- Earth
- Eden Prime
- Feros
- Illium
- Mars
- Mass Relay
- Migrant Fleet
- Noveria
- Omega
- Palaven
- Rannoch
- Sur'Kesh
- Terminus Systems
- The Citadel
- Therum
- Thessia
- Tuchanka
- Vormire

Benning

Benning is a planet in Mass Effect 3. It is the location of the multiplayer map Firebase Ghost.

Citadel Space

Citadel Space is made up of the systems in the galaxy that acknowledges the authority of the Citadel Council. At first, Citadel Space seems to have authority over most of the galaxy. That said, less than 1 percent of the galaxy's stars have been discovered. Citadel Space enjoys a peaceful existence for the most part. That is, until the Reapers returned from their slumber.

Earth

Earth



Earth is the homeworld of the Humans, and will come under attack in Mass Effect 3 by the Reapers. Shepard, along with most humans, comes from Earth.

BioWare's Casey Hudson said in the May 2011 issue of Game Informer, "The battle for Earth is lost. The only hope is to flee, gather support, and mount a counter-attack to reclaim the planet."

Other Information

- According to Mass Effect: Incursion, the population of Earth is 11,490,225,106 people.
- According to the Codex entry, after massive environmental damage was dealt by humans in the late 21st century, the sea level rose up by two meters. Technologically advanced nations were able to cope with the changes, and even focused on ending pollution and disease. However, less advanced nations did not cope as well, being heavily polluted, overpopulated, and poverty-ridden.

Eden Prime

Confirmed at Gamestop as part of a DLC officially named From Ashes. On Eden Prime you are tasked to stop Cerberus before they can get their hands on the last surviving Prothean.

Feros

Feros



Feros is a planet that Commander Shepard traveled to in Mass Effect. Feros was surveyed and investigated by the ExoGeni Corporation, where they founded a colony called Zhu's Hope. This colony was responsible for the study of an ancient Prothean city and Prothean artifacts. Little did ExoGeni know that the colony they found was near ancient ruins inhabited by an ancient creature named, The Thorian. Shepard is sent to Feros to investigate a Geth attack, but to also investigate what Saren Arterius is after. While on Feros, Shepard and his squad members dealt with a mysterious occurrence of neural disease and loss of mental control in its residents. Shepard finds out that the colonists are being effected by The Thorian, who is controlling and making many colonists sick. Shepard seeks the The Thorian to see what Saren wanted with it, and in the end Shepard must destroy The Thorian.

Illium

Illium



Illium is an Asari colony. A mercantile world with a shady underground and beautiful cityscape. Its population is just under 85 million. The planet, having surveillance everywhere, is incredibly safe, making it a popular tourist destination. It is also known for the dangerous weapons and pharmaceuticals that are manufactured there.

Illium is infamous for its horrible labor practices such as having people sign contracts that make workers practically into slaves (aka "Indentured Servants") with no way out of their contracts until they have completed their time.

Mars

Mars



Once considered a prospect for terraforming and colonization, the discovery of a method of travel faster than light travel turned **Mars** into a quiet backwater. Its southern pole is a historical preserve centered on the Prothean ruins found there. Immigration and development are restricted as the search for Prothean artifacts continues.

Mars was explored during various robotic expeditions for nearly a century before the first manned research stations were placed in the 2080s. The first permanent settlement on Mars was Lowell City, founded in 2103 by the European Space Agency, and based in Eos Chasma. Within a decade, both the US and China had founded permanent settlements as well. However, satellites near Promethei Planum began reporting strange phenomena that gave the region a 'Bermuda Triangle' reputation, mostly unexplained magnetic field shifts.

In 2148, prospectors exploring near the Deseado Crater found the source of these disturbances when they unearthed a subterranean Prothean ruin, containing a malfunctioning mass effect core and several starships, as well as refined element zero. After a global effort, the information remaining in the ruins' computers was translated, identifying the structure as a former observation and biosciences station, set up to receive and process data from Earth as the Protheans studied Cro-Magnon humans.

The motives and conclusions of the Prothean observers remained unknown, but the ruins' data cache, though fragmented, accelerated human sciences by roughly two hundred years. It paved the way for the development of FTL drives and, later, to the discovery of the mass relays.

Some of the refined Element Zero in the ruins, however, fell into less responsible hands. Criminal triads on Mars used it to create red sand; the drug may have taken its name from Mars' distinctive coloring and arid surface.

Mass Relay

Mass Relay



A **Mass Relay** is an enormous device used for mass transit across the galaxy. It can reduce the time of travelling between the galaxy exponentially when it would take years if not decades to do so before. The Mass Relays were thought to have been created by the Protheans, but Sovereign states that the Reapers created them so that species would find the Citadel and evolve the way the Reapers wanted them to.

It is generally thought that Mass relays are indestructible. That was proven wrong by Commander Shepard when the Commander decided to have a massive asteroid collide with it so that the Reapers could not use the Mass relay to come out of dark space. The resulting explosion destroyed the star system along with 300,000 Batarians

Migrant Fleet

Migrant Fleet



The **Migrant Fleet** is the flotilla (or fleet) of ships the Quarians fled to after the Geth War in which the Geth staged a massive uprising and drove the Quarians from their planet of Rannoch. The fleet is made up of nearly 50,000 starships which house roughly 17 million Quarians. The Quarians call the Migrant Fleet home, at least until they can take back their homeworld.

Noveria

Noveria



Noveria is a small, frozen terrestrial world, barely habitable by conventional definitions. It is privately chartered by the Noveria Development Corporation, who lease out labs to perform research too dangerous or controversial to be performed elsewhere. Given Noveria's unique situation, it is the source of many wild conspiracy theories.

Noveria is a snowy, rocky world, with most of its hydrosphere locked up in massive glaciers. A privately-chartered colony world, the planet is owned by Noveria Development Corporation holding company. The NDC is funded by investment capital from two dozen high technology development firms, and administrated by an Executive Board representing their interests.

The investors built remote hot labs in isolated locations across Noveria's surface. These facilities are used for research too dangerous or controversial to be performed elsewhere, as Noveria is technically not part of Citadel Space and therefore exempt from Council law.

By special arrangement, Citadel Council Special Tactics and Reconnaissance agents have been granted extraterritorial privileges, but it remains to be seen how committed the Executive Board is to that principle. Given its unique situation, it is understandable that Noveria is often implicated in all manner of wild conspiracy theories.

Omega

Omega



Omega is a massive space station hollowed out of an asteroid. It's a massive hub for the criminal underworld of the galaxy and has a bustling night life.

Omega lacks a formal government and is instead run by a powerful Asari named Aria T'Loak. She has direct authority over everything that happens on Omega and her wrath is well known.

Palaven

Palaven



Palaven is the Turian homeworld. It is highly contaminated with radiation due to a weak metallic core. To protect themselves from radiation, the Turians have evolved with a sort of exoskeleton. Shepard will have to visit there in Mass Effect 3 to recruit the Turians to help fight the Reapers.

Spoiler - Click to see/hide

Rannoch

Rannoch was once the homeworld of the Quarians, before being overpowered by the Geth, causing the Quarians to evacuate. The Quarians now call the Migrant Fleet home. Shepard will visit there in Mass Effect 3 in order to aid the Quarians in reclaiming their lost homeworld. The planet's flora and fauna are very advanced and there are no insects on Rannoch and so the loss of potential vectors of infection played a huge role in the Quarians weak immunity system since they have had little contact with diseases on their home planet.

Legion states that the Geth don't live on the world and instead live in space stations orbiting the planet while caretaking the planet and treating it like a war memorial to remember the casualties on both sides from the Geth War.

Sur'Kesh

Sur'Kesh is the homeworld of the Salarian race. It is expected that Shepard will have to visit there in Mass Effect 3 in order to gain the aid of the Salarians against the Reapers.

In Mass Effect 3, Shepard must go there and help Mordin Solus (provided that he survived Mass Effect 2) protect a fertile female Krogan that could help cure the genophage while Cerberus is attacking. Captain Kirahe also reappears and reveals he was promoted to major.

Terminus Systems

The **Terminus Systems** refer to the region outside Citadel Space, and outside of the area claimed by the Systems Alliance. It is held together by a tenuous allegiance of various races whom aren't a part of Citadel Space. However, this unstructured "government" has come at a great cost: crime. Piracy, violence and smuggling runs rampant across the Terminus Systems.

The Citadel



The Citadel is a massive space station, constructed over 50 millennia ago in the heart of the Serpent Nebula, close to the star known as the Widow. The nexus of the galactic community, it acts as its political, cultural, and financial capital, housing the Citadel Council, a powerful, multi-species governing body. The Citadel is hailed as being the greatest creation of the Protheans.

History

The Asari were the first race to discover the Citadel, soon after learning to use the mass relays. They were joined shortly by the Salarrians, and soon after, the Volus. As other races were contacted by the Asari, or discovered the station independently, they gained embassies on the Citadel and came under the jurisdiction of the growing Council, eventually comprised of the Asari, the Salarrians, and the Turians.

Strategically located at the junction of a number of mass relays leading to various parts of the galaxy, the Citadel quickly became a hub of activity. The station was chosen to house the Citadel Council, thereby cementing its importance in the galactic community. It is accepted to be the political and cultural heart of Citadel Space, the unofficial name given to all systems that fall under the Citadel species' control.

Even after thousands of years of occupation, the Citadel retains many secrets. The precise age of the station is not known, nor what resilient material it is constructed from. The location of the Citadel's core and its master control unit, regulating systems such as life support and navigation, remain hidden. The most visible, and perhaps intriguing, mystery of the Citadel concerns its caretakers, the keepers. These mute alien creatures maintain the Citadel's vital systems, and can be seen working throughout the station, yet, despite this, little is known about them.

Spoiler - Click to see/hide

Locations

- Huerta Memorial Hospital

Therum

Therum



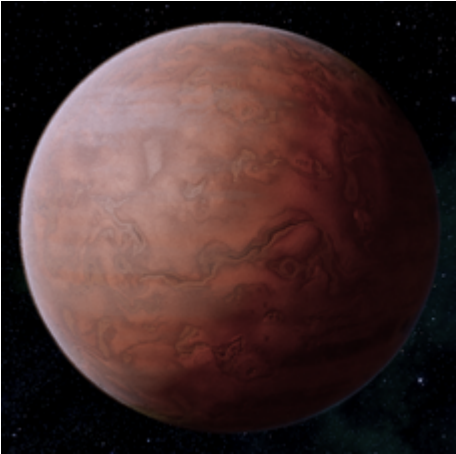
Therum is one of the main planets that Commander Shepard must travel to in Mass Effect 1. On this planet, Shepard's objective is to locate a known Prothean archaeologist for information about Saren. The individual Shepard eventually finds is Liara T'Soni. Liara is being sought by Saren Arterius and Shepard must get to her before Saren's Geth forces can. She is located in an archaeological dig site where Prothean ruins were found. Shepard must retrieve her and take her off the planet, however a group of Geth have tried to capture Liara and she has locked herself away in a stasis shielded area. Once Shepard defeats the Geth and saves Liara you must escape the mine and eventually invite her to join your squad upon leaving Therum.

Thessia

Thessia is the homeworld of the Asari. It is famed for its mass production of Element Zero, the base ingredient in forming mass relays. Element Zero is so common that it is frequently found in food, beverages, and even wildlife on the planet. The Asari are not affected by consuming Element Zero in any way, probably for evolutionary reasons.

Tuchanka

Tuchanka



Scarred by bombardment craters, radioactive rubble, choking ash, salt flats, and alkaline seas, **Tuchanka**, the Krogan homeworld, can barely support life. Thousands of years ago life grew in fierce abundance under the F-class star Aralakh (a Raik clan word meaning "Eye of Wrath"). Tree analogs grew in thick jungles, their roots growing out of shallow silty seas. Life fed upon life in an evolutionary crucible. This world died in nuclear firestorms after the krogan split the atom. A "little ice age" of nuclear winter killed off the remaining plant life. In recent centuries many krogan have returned to their homeworld. The reduced albedo has caused global temperatures to rise. In order to maintain livable temperatures, a vast shroud was assembled at the L1 Lagrange point. It is maintained by the Council Demilitarization Enforcement Mission (CDEM) which is based on orbiting battlestations.

CDEM advisory

Visitors to Tuchanka land at their own risk. The CDEM will not attempt to extract citizens threatened by clan warfare.

Travel Advisory

The ecology of Tuchanka is deadly. Nearly every native species engages in some predatory behavior; even the remaining vegetation is carnivorous. Travel beyond guarded areas is strongly discouraged.

- **Population:** 2.1 billion
- **Capital:** currently Urdnot (since 2183)
- **CDEM Garrison:** 2,400 (in orbital battlestations)

CODEX

The krogan homeworld boasts extreme temperatures, virulent diseases, and vicious, predatory fauna. Around 1900 BCE, the krogan discovered atomic power and promptly instigated many intraplanetary wars, sending Tuchanka into a nuclear winter. With most of their industrial base destroyed, the

krogan entered a new dark age and warring tribal bands dominated. Populations remained low for the next 2,000 years.

First contact with the Salarians made resurgence possible. Krogan brought to less hostile planets bred exponentially and returned to reconquer their home. They built vast underground shelters to shield themselves from surface radiation, which proved prescient during the Krogan Rebellions when many of them isolated themselves in a vain attempt to avoid the genophage. Convinced they could outbreed the genophage, they transmitted it into more than 90 percent of the sealed bunkers. Today, Tuchanka's population is sharply limited and while individual krogan are long-lived, the genophage ensures few replacements.

Virmire



Virmire is one of the main planets that Commander Shepard must travel to in Mass Effect 1. Completing missions on Feros, Noveria, and Therum are a prerequisite to setting forth to this planet. He and his squad members go there to get information about Saren Arterius. However, Shepard finds out that Saren is located on Virmire and a fight takes place against Saren, leading to his retreat. This is also a planet where many major decisions are made by Shepard. The conversation with Urdnot Wrex will lead to him staying with you or to you killing him. Depending on what you have Ashley Williams or Kaidan Alenko take part in will determine which one will live or die. Also, this is the first place where Shepard learns about the Reapers and talks to Sovereign.

Mass Effect Books

This page catalogs the various **Mass Effect Books** and Novels that expand the Universe.

Mass Effect Novels

As of now there are only four **novels** set in the Mass Effect universe. Because the trilogy of Mass Effect games is meant to relate specifically to the player's story, none of the novels feature Commander Shepard as a character. Shepard is only mentioned briefly in Mass Effect: Retribution.



Three out of the four Mass Effect novels have been written by Drew Karpysyn, and published by Del Rey Books. While the fourth novel, Mass Effect: Deception, has been written by William C. Dietz.

- Mass Effect: Revelation is set as a prequel to the original Mass Effect, in the year 2165. The plot follows two characters, David Anderson and Saren Arterius, who investigate an attack on a human research station. Revelation was published in May 2007.
- Mass Effect: Ascension is set just months after the events in Mass Effect. The novel concerns a young Biotic prodigy, Gillian Grayson, who is being pursued by Cerberus. Kahlee Sanders, who's role was significant in Revelation, aids Grayson. Ascension was published in July 2008.
- Mass Effect: Retribution is set one year following the events of Mass Effect 2. The novel concerns Cerberus, and their investigation of Reaper technology and use of it on Paul Grayson. Retribution was published on July 27, 2010.
- Mass Effect: Deception was written by William C. Dietz and published on January 31, 2012.

Other Books

There have been several **other books** released since Mass Effect's release which include additional lore and background information in regards to the Mass Effect universe.

- **Galactic Codex: Essentials Edition 2183** is a booklet which contains background information on the Mass Effect universe. The booklet was included in the Collector's Edition of the original Mass Effect.
- **The Art of Mass Effect** is an art book that was released with the original Mass Effect. The art book included 175 pages of concept art ranging from characters to scenery of the Mass Effect universe. The book was published in November 2007 by Prima Games and included within special editions of the Mass Effect Prima strategy guide.
- **Mass Effect 2 Collector's Edition Art Book** is another art book that was bundled with hard copies of the Limited Collector's Edition of Mass Effect 2. The book can also be purchased separately from the BioWare Store.
- **The Art of Mass Effect 3** is an art book that will be included with hard copies of the Mass Effect 3 N7 Collector's Edition.
- **The Art of the Mass Effect Universe** is a hardcover art book that features never-before-seen artwork created by the artists of BioWare for the Mass Effect franchise. The art book will be released sometime in February 2012, near Mass Effect 3's release. The BioWare Store currently offers two limited editions of the book. The first has only had 1,000 copies produced, and includes an exclusive slipcover for the book. The second has only had 1,500 copies produced, and includes an exclusive clamshell cover along with an additional 24-page "Art of the Comics" section.

Mass Effect: Revelation



Mass Effect: Revelation is the first novel set in the Mass Effect universe and serves as a prequel novel to the Mass Effect video game trilogy. Revelation was written by Drew Karpshyn, and published by Del Rey Books in 2007.

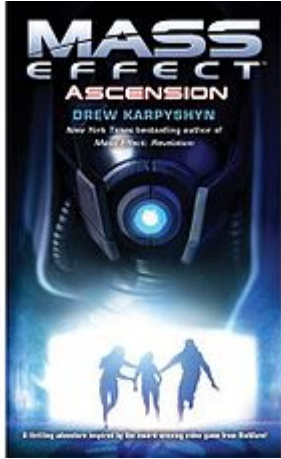
Jacket Summary

"After discovering a cache of Prothean technology on Mars in 2148, humanity begins to explore the stars. Captain David Anderson begins investigating a research station's remains in an attempt to discover who attacked it. He also begins searching for Kahlee Sanders, who vanished from the station just hours before it was attacked. Anderson pairs up with a rogue alien and is pursued by an assassin. Fighting against impossible odds while trying to unravel a sinister conspiracy the enemy thinks he can't possibly live to tell..."

Plot Summary

This section needs your edits!

Mass Effect: Ascension



Mass Effect: Ascension is the second novel set in the Mass Effect universe. Ascension was written by Drew Karpysyn and published by Del Rey Books on July 29, 2008.

Jacket Summary

"The Protheans left their advanced technology behind, scattered throughout the galaxy. Mankind then discovers a cache of Prothean technology on Mars, though Cerberus has a different mindset when the discovery is made. Cerberus uses students of the Ascension Project for illegal experiments, they are exposed, and one their pawns being a Cerberus operative, attempts to take his daughter, Gillian Grayson, somewhere safe. Kahlee comes along, but discovers that Gillian's father is a Cerberus operative and rescues the girl, fighting against all odds to protect her from her father..."

Plot Summary

This section needs your edits!

Mass Effect: Retribution



Mass Effect: Retribution is the third novel set in the Mass Effect universe.

The events in this book take place just months after Mass Effect 2. Retribution was written by Drew Karpyshyn, and published on July 27, 2010.

Jacket Summary

"The Illusive Man, leader of the Cerberus, is one of the few who know the truth about the Reapers. In an attempt to ensure humanity's survival, he acquires Paul Grayson so he can uncover the Reapers weaknesses. Kahlee, a woman who helped Grayson save his daughter, learns that he's gone missing, and turns to Captain David Anderson. The duo search for Grayson, but time is running out..."

Plot Summary

This section needs your edits!

Mass Effect: Deception



Mass Effect: Deception is the fourth novel set in the Mass Effect universe. It was written by William C. Dietz. Deception was released on January 31, 2012.

Jacket Summary

"The universe is under siege by the Reapers. Captain David Anderson and Kahlee Sanders expose Cerberus while uncovering the Reaper threat. This places the two in danger, as Cerberus does anything it can to keep its secrets hidden. David and Kahlee form an allegiance with Gillian Grayson, whom has extraordinary powers due to scientific experiments. She learns that Cerberus was responsible for her father's death, and swears revenge against David, Kahlee, and The Illusive-Man..."

Canonical Errors Controversy

Mass Effect: Deception is filled with canonical errors. After complaints about the novel's content, fans have gathered together to populate a Google doc with corrections in categories including lore, timeline, characters and oddities.[1]

List of Major Canonical Errors

This section needs your edits!

Plot Summary

This section needs your edits!

Mass Effect Comics

As of now, there are a total of five **comics** that take place during the Mass Effect universe. Just like the novels, Commander Shepard does not make any appearances in these. The only exception being Mass Effect: Genesis, which was an interactive comic-based game that allowed the player to control Shepard's decisions.

Comics and Comic Series

- Mass Effect: Redemption: A series of four comics serving as a prequel to Mass Effect 2, and takes place just a couple months after the beginning events of Mass Effect 2. The story follows Liara T'Soni, Cerberus, and a mission of great importance. The first issue of Redemption was released on January 26, 2010, with the release of Mass Effect 2, and the Mass Effect 2 Limited Collector's Edition included a special edition of the comic. Redemption was written by Mac Walters, scripted by John Jackson Miller, drawn by Omar Francia, colored by Michael Atiyeh, and lettered by Michael Heisler. The cover designs for each part were created by Daryl Mandryk.
- Mass Effect: Incursion:
- Mass Effect: Inquisition:
- Mass Effect: Genesis:
- Mass Effect: Evolution:
- Mass Effect: Conviction:
- Mass Effect: Invasion:

Upcoming Comics

- Mass Effect: Homeworlds:

Mass Effect: Incursion

Mass Effect: Incursion is an eight-page mini-comic that takes place one week before the beginning of Mass Effect 2. It shows Aria, the leader/owner of Omega, traveling around Afterlife on Omega when a report comes in about a group of Blue Suns. Aria investigates, and discovers some Blue Suns giving Collectors some human "specimens" and demanding payment. Aria interferes, and kills all of the Blue Suns and Collectors with the help of her Batarian bodyguards. She then discovers a Collector datapad with a list of human colonies and their populations, and notes that humanity has made a dangerous enemy.

The comic can be read here: http://media.comics.ign.com/media/056/056597/imgs_1.html

(Note that despite the name of the page on the website, this is Mass Effect: Incursion, not Mass Effect: Redemption.)

Mass Effect: Invasion

Set in the Mass Effect universe, **Mass Effect: Invasion** is a series of four comic books published by Dark Horse in 2011 and 2012.

Book One Synopsis

The First of the four books comes free with N7 edition of Mass Effect 3. The book explains why Aria is kicked out of Omega. After a group of mercs try to jump a Cerberus patrol, a swarm of Reapers invade Omega, forcing Aria to assist the Alliance in combatting the hostile creatures.

Mass Effect Films

Two **films** set in the Mass Effect universe have been announced by BioWare to be produced in the near future. The first being a live action film based on the original Mass Effect game, set to be produced by Legendary Pictures. The second film is supposed to be an anime produced by Funimation which will involve a new storyline altogether.

Upcoming Films

- **Mass Effect Film:** The Mass Effect film will be based on the story told in the original Mass Effect game. According to BioWare's Executive Producer, Casey Hudson, "At BioWare, we've always thought of Mass Effect as having the depth, emotion and plot twists perfectly suited for an adaptation to a motion picture. With Avi Arad and Legendary attached, we believe that the Mass Effect movie will be an extraordinary entertainment event that realizes our vision for the franchise and thrills fans." The film is set to be produced by Legendary Pictures with Avi Arad, and BioWare's Ray Muzyka, Greg Zeschuck, and Casey Hudson as its executive producers.
- **Mass Effect: Paragon Lost:** An anime film set in the Mass Effect Universe was announced by BioWare and EA, set for release sometime in Summer 2012. "Over the last few years, we have revealed different pieces of the Mass Effect world through different media. Extending the story through an anime medium is another amazing opportunity for us," says BioWare's Casey Hudson. This anime revolves around Lieutenant James Vega and will take place prior to the events of Mass Effect 3.

Mass Effect: Paragon Lost

Mass Effect: Paragon Lost

Working with EA and Bioware, Funimation is helming the Mass Effect animated movie titled "*Mass Effect: Paragon Lost*." This anime will revolve around ME3 newcomer Lt. James Vega, and will be taking place prior to the events of ME3.

Other Mass Effect Games

There are two previous games in the Mass Effect series. Mass Effect is the first game in the Mass Effect franchise. It was released on Xbox 360 and PC. It has never been released on PlayStation 3. Mass Effect 2 is the second game in the Mass Effect franchise. Originally released on Xbox 360 and PC exclusively, Mass Effect 2 saw a special edition release on the PlayStation 3 with added cutscenes to fill in the story of Mass Effect, which has never appeared on PlayStation 3.



Mass Effect Infiltrator

Mass Effect 3 Infiltrator is an iOS (iPad, iPhone, iPod Touch) game that is linked to Mass Effect 3's Galaxy at War mode. The first details on Mass Effect's iOS expansion were revealed on February 7, 2012. Mass Effect 3 Infiltrator is described as a companion app to Mass Effect 3 on consoles. Gamers that play the game will increase their Galactic Readiness in the console and PC release, thus increasing their odds of receiving the game's best ending.[1]



Mass Effect

Mass Effect is the first game in the Mass Effect franchise. It was released November 20, 2007 on Xbox 360 and May 28, 2008 on PC. It has never been released on PlayStation 3. The first game in the Mass Effect series, it introduced characters like Commander Shepard, Liara T'Soni and Captain Anderson who have become staples of the series' cast.

Choices made in Mass Effect directly influence the events of Mass Effect 2 and Mass Effect 3 if a saved game is passed from one game to the next.

Game-Changing Events

The following decisions made in Mass Effect will have an effect in Mass Effect 3:

- Rescuing Kaidan Alenko or Ashley Williams on Virmire. Whoever was not rescued will be dead, and whoever was is now a Spectre and will be a squadmate.
- Sparing or killing Urdnot Wrex. If he was spared, he will be the chief of the dominant tribe of Krogan on Tuchanka and will be very willing to help Shepard. If he was killed, his brother will be the chief and will be less willing to help Shepard.
- Sparing or killing the Rachni Queen. If she was spared, an Asari ally of hers will contact the player when he or she visits Illium.



Release Dates (360):

NA Nov 16, 2007

AU Nov 20, 2007

EU Nov 23, 2007

JP May 21, 2008

Release Dates (PC):

NA May 28, 2008

AU June 5, 2008

EU June 12, 2008

Mass Effect Plot Synopsis

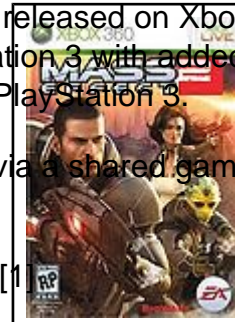
Mass Effect begins with Commander Shepard aboard the SSV Normandy SR-1 en route to Eden Prime, a human colony on the outskirts of Systems Alliance territory. Accompanying Shepard is the Turian Spectre Nihlus Kryik, sent there to test his suitability for the role as Spectre. While in Eden Prime Shepard and his team encounter Geth. Shepard soon finds out that a rogue Spectre called Saren Arterius. Shepard then goes on a quest to stop Saren but finds bigger threats along the way, Aswell as friends.

Mass Effect 2

Mass Effect 2 is the second game in the Mass Effect franchise. Originally released on Xbox 360 and PC exclusively, Mass Effect 2 saw a special edition release on the PlayStation 3 with added cutscenes to fill in the story of Mass Effect, which has never appeared on PlayStation 3.

Choices made in Mass Effect 2 directly affect the events of Mass Effect 3 via a shared game save between games.

IGN gave Mass Effect 2 the number 1 spot on its Top Modern Games list. [1]



Game-Changing Decisions

The following decisions made in Mass Effect 2 will impact Mass Effect 3:

- Saving or destroying the Genophage data in Mordin's loyalty mission
- Rewriting or destroying the hostile Geth collective in Legion's loyalty mission
- Destroying or not destroying the Collector Base
- Who survived the suicide mission: if Garrus and/or Tali survived, they will return as squadmates.
- If Grunt, Jack, Jacob, Kasumi, Legion, Miranda, Mordin, Morinth, Samara, Thane, and/or Zaeed survived, they will return in Mass Effect 3, but they will not be squadmates.

Release Dates (360, PC):

NA Jan 26, 2010
AU Jan 29, 2010
EU Jan 28, 2010
JP Jan 13, 2011

Release Dates (PS3):

NA Jan 18, 2011
AU Jan 27, 2011
EU Jan 21, 2011

Mass Effect 2 Plot Synopsis

WARNING, MINOR SPOILERS: Mass Effect 2's plot focuses around the abduction of many humans from colonies out in the Terminus Systems. After being killed in action, Shepard is resurrected by the human extremist organization, Cerberus. They inform Shepard that he has been dead for 2 years and the Alliance hasn't done any investigation into Shepard's death or the abductions. Shepard is instructed to recruit a crew of deadly operatives and take down a mysterious alien race called the Collectors. After acquiring the necessary technology to pass into uncharted space, Shepard locates the Collector home ship and cleanses it of all Collector life forms.

Mass Effect Infiltrator

Mass Effect 3 Infiltrator is an iOS (iPad, iPhone, iPod Touch) game that is linked to Mass Effect 3's Galaxy at War mode. The first details on Mass Effect's iOS expansion were revealed on February 7, 2012, with the game seeing release on March 6th 2012. Mass Effect 3 Infiltrator is described as a companion app to Mass Effect 3 on consoles. Gamers that play the game will increase their Galactic Readiness in the console and PC release, thus increasing their odds of receiving the game's best ending.[1]



Mass Effect 3 Readiness Rating

Collecting Intel in Mass Effect Infiltrator directly increases your Readiness Rating, a percentage multiplier that affects your Effective Military Strength in Mass Effect 3. To use this you need to register both games with the same EQ Origins account.



Intel is dropped randomly by enemies. Collecting it in Infiltrator increases you Readiness Rating incrementally. Completing Infiltrator also improves a War Asset in Mass Effect 3.

Mass Effect: Team Assault

Mass Effect: Team Assault is a cancelled first-person shooter set in the Mass Effect universe. Video footage of the game surfaced on March 15, 2012, confirming a game that was significantly far along in its production.

Mass Effect: Team Assault features operable land and air vehicles, like the M35 Mako.

Memes

This page collects the various internet memes and jokes spawned from the Mass Effect series.

His Name Is Marauder Shields

The final enemy of Mass Effect 3 and the entire series. His name was Marauder Shields a 'husked' turian that believed the only way to protect you from the ending was to kill you.

Assuming Direct Control

The source of the Assuming Direct Control meme that is slowly petering out on the IGN comments sections and boards is the enemy Harbinger, who announces it is "Assuming Direct Control" as it sends mind-controlled Collectors your way in Mass Effect 2.

Harbinger Assumes Direct Control of All Your Base

Uses: *Kinect functionality sounds like a bad idea. I'd rather ASSUME DIRECT CONTROL.*

I'm Commander Shepard, And This is my Favorite...

in Mass Effect 2, Commander Shepard is able to endorse a shop on the Citadel for a discount. His or her endorsement is simply "I'm Commander Shepard, and this is my favorite store on the Citadel."

I'm Commander Shepard, and this is my favorite way to get Paragon points.

- Uses: *I'm Commander Shepard, and this is my favorite Mass Effect memes page.*

Wrex. Shepard.

The endless feedback loop of "Shepards" and "Wrexes" can be initiated in Mass Effect for comedic effect.

- Uses: *Wrex. Shepard. Wrex. Shepard. etc.*

Ah, yes, reapers.

"Ah, Yes, Reapers" originates from a scene in Mass Effect 2, where Commander Shepard is speaking to the council. After Shepard brings up the Reapers, the main antagonist of the series, one of the council members dismisses the idea by saying:

"Ah, yes, 'Reapers'. The immortal race of sentient starships allegedly waiting in dark space. We have dismissed this claim."

- Uses: *"Ah, yes, 'IGN.' The global leading media company obsessed with gaming and entertainment. We have dismissed this claim."*

I Should Go.

In Mass Effect, Shepard exits a lot of conversations, but without a lot of variety in farewell greetings. Now a player favorite, Shepard's most common line heard upon departure from numerous dialogues is, "I should go."

I Had The Reach, But She Had The Flexibility

After recruiting Garrus in Mass Effect 2, Shepard can talk to him about Turian soldier training and his experience with a female officer in the fighting ring.

Heavy Risk, But the Priiiiize...

If female Sheppard undertakes a relationship with Jacob the player will engage in a conversation flirting with one another. Jacob will enter the captains quarters with a smooth pickup line. "Heavy risk, but the prize..."

You humans are all racists!

When arriving on the Citadel Shepard has to pass through C-Sec offices going through an argument is going on between a Turian and a C-Sec officer and it ends with the remark:

"You humans are all racist!"

Sir Isaac Newton is the deadliest son of a b*tch in space

When arriving on the Citadel there are two recruits learning about weaponry from their Gunnery Chief, during the lecture the Gunnery Chief says:

*"That means Sir Isaac Newton is the deadliest son of a b*tch in space"*

Garrus's Calibrations

There are many times in Mass Effect 2 when trying to talk to Garrus on the Normandy will result with him claiming he needs to finish calibrations instead.

I enjoy the sight of humans on their knees

During an emergency in Mass Effect 2, EDI asks Joker to remove her AI shackles. After he does so, she instructs him to go to another part of the ship by crawling through the ducts. When Joker protests, she says:

"I enjoy the sight of humans on their knees"

Normandy



This page contains information about the **Normandy** SR-2 in Mass Effect 3. The Normandy in Mass Effect 3 is the successor to the SSV Normandy SR-1 from Mass Effect and the same ship, Normandy SR-2, from Mass Effect 2. The Normandy SR-2 has been upgraded by Cerberus technology and then further outfitted by the Alliance in Mass Effect 3. Click this link to see the video

<http://www.ign.com/videos/2012/02/28/mass-effect-3-a-tour-of-the-new-normandy>

A Virtual Tour of the New Normandy

Captain's Cabin



The Captain's Cabin features Shepard's Quarters. Here you'll find some fun, interactive toys like your Models collection (you can purchase Models and find them around the Normandy), your fish tank (you can purchase fish for in Shops) and a music player by your bed to listen to the game's soundtrack.

Perhaps the most interesting utility in the Captain's Cabin is the Armor Locker where you can change your casual wear that you appear in on the Normandy and your armor for Missions.

Combat Information Center



The Combat Information Center, or CIC, features the Galaxy Map, your main interface for exploring the galaxy and starting Missions and Side Missions.

Behind the Galaxy Map is a new area with the War Assets map and the Galaxy at War interface.

Also on this floor is Joker and the main bridge.

Characters That Can Be Found on This Floor

- Specialist Traynor
- Joker

Crew's Quarters

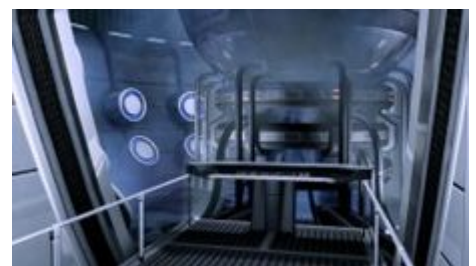


The Crew's Quarters includes a number of rooms where Squad Members reside, like Liara. Of note on this floor is the medical bay, which you can staff with a doctor.

Characters That can be found On this Floor

- Liara T'Soni

Engineering



Engineering contains the ship's engine room and some additional Squad Member quarters.

There is a cargo bay here where Diana Allers resides if you invite her onto the ship.

Characters That Can Be Found on this Floor

- Diana Allers

Shuttle Bay



The Normandy Shuttle Bay features a full armory and access to Shops. Here you can use a Weapon Bench to adjust your weapon loadout and add Weapon Modifications.

You can purchase additional Weapon Modifications at nearby terminals and even Weapon Upgrades, which level up your current weapons, making them lighter and more powerful.

The Alliance Requisitions Procurement Interface starts out with few options, but every shop you visit on the Citadel will add items to your terminal on the Normandy. Including Fish.

Characters That can be found On this Floor

- James Vega

SSV Normandy SR-1



The **SSV Normandy SR-1 (Systems Alliance Space Vehicle Stealth Reconnaissance 1)** is the first starship that Commander Shepard has in his command. The vehicle is named after the World War II Battle for Normandy, in 1944 on the beach of France. It is piloted by Joker, and is the property of the Systems Alliance. Shepard was given the use of this ship by the Citadel Council after Captain Anderson left for other purposes and Shepard was declared the first human spectre. This ship is Shepard and crew's base of operations and transportation vehicle. The ship featured a command deck, crews quarters, engineering and storage, and several tech gadgets. In the opening of Mass Effect 2, the Collectors fired upon and destroyed the Normandy SR-1.

Normandy SR-2

Normandy SR-2



The **Normandy SR-2** is Shepard's main method of transportation across space in Mass Effect 2, and successor to Shepard's previous starship. This starship was commissioned and built after the SSV Normandy SR-1 was destroyed by the Collectors. Its construction was funded by the Illusive Man and the group known as Cerberus. It's basis was the Normandy SR-1, a cutting edge Systems Alliance ship. The Illusive Man took the old Normandy, and mimicked the design of it's core and stealth capabilities, then included more comfortable crew quarters and other important features. It nearly weighs twice as much as the original Normandy SR-1.

Organizations

Organizations

In the Mass Effect series, there are many types of groups and **organizations** such as mercenaries or groups who work for The Citadel, the Exogeni Corporation, and other governments.

- Blood Pack
- Blue Suns
- Cerberus
- C-Sec
- Eclipse
- Spectre

Blood Pack

Blood Pack



The **Blood Pack** is a vicious mercenary group that is made up of Krogans and Vorcha. Since the Vorcha have very adaptable bodies, the Krogan round them up and drill them into shape so that they can be extremely effective when on assignment.

The Blood Pack prides itself on its refusal to take standard mercenary contracts such as security detail and acting as bodyguards. They instead take assignments that are extremely dangerous that have little oversight from their handlers.

Blue Suns

Blue Suns



The **Blue Suns** are one of the most elite mercenary groups in the galaxy. They take many types of contracts and even had Jack, an unusually powerful biotic, under their control. They were founded by Zaeed Massani and his partner Vido Santiago. However, Vido betrayed Zaeed and took control of the Blue Suns for himself. The Blue Suns' troops are from a wide variety of species, including Humans, Turians and Batarians. They also have tattoos of blue suns somewhere on their body which they only remove for extremely important missions.

The Blue Suns are first encountered in Mass Effect 2 when they, along with the Blood Pack and Eclipse attempt to assassinate Garrus Vakarian on Omega.

Cerberus

Cerberus



Cerberus is a paramilitary group led by the enigmatic Illusive Man, founded in order to act in the best interest of all Humans. Cerberus' core belief is that humans deserve a greater role in the galactic community, and that the Systems Alliance is too hamstrung by law and public opinion to stand up effectively to the races of the Citadel Council. Any methods of advancing humanity's ascension are justified, including illegal or dangerous experimentation, terrorist activities, sabotage and assassination. Cerberus operatives accept that these methods are brutal, but believe history will vindicate them. Nevertheless, both the Systems Alliance and the Citadel Council have declared Cerberus to be a terrorist organization and will prosecute identified Cerberus agents accordingly.

Lazarus Cell

The Lazarus Cell is one of many sects that make up Cerberus as a whole. All members of any one cell know absolutely nothing about any of the other cells; a safeguard the Illusive Man implemented in case Cerberus operatives are captured. The Lazarus Cell employed Miranda Lawson, it's leader, Jacob Taylor, and Kelly Chambers.

Spoiler - Click to see/hide

Funding

Cerberus is very well funded through a combination of wealthy System Alliance sympathizers and large corporations that merely act as a front. These pools of income give Cerberus billions of credits annually and can fund many of the Illusive Man's most expensive projects.

CERBERUS IN mASS eFFECT 3

In Mass Effect 3 it is known that Cereberus and Commander Shepard have become enemies again.

The story is not fully told, but during a brief time in the demo it is easy to see that Cerberus is trying to impede the efforts of Shepard.

C-Sec

C-Sec



Citadel Security Services otherwise known as **C-Sec** is the police force of the Citadel. They are an all volunteer police force that cover a wide variety of duties such as patrol, investigation, cybercrimes, enforcement and customs. C-Sec is headed by an Executor who oversees everything. The last Executor was Pallin who hampered Garrus' investigation of Saren. Even though they are a volunteer force, only recruits that have the backing of Citadel ambassadors can get in.

The Turians were the ones who came up with the idea of having a police force for the Citadel and held most of the positions there. After Saren's invasion of the Citadel, Humans have taken up a lot more of the positions that turians once held. Despite their authority, casework can frequently get hampered by bureaucracy which Garrus learned the hard way when looking into Saren.

Eclipse

Eclipse



Eclipse is a mercenary company that takes any type of client for the right price. They were founded by an Asari and their ranks consist of Asari, Salarians, and Humans. Most of the units are either Vanguard or troopers and are very efficient Biotic users. They tend to use more cunning methods such as stealth attacks and also have a large amount of Mechs serving them. Eclipse mercenaries can be identified by the sun logo with an E on their yellow or black armor.

Some Eclipse groups have a ritual where a potential recruit has to kill someone before they are allowed into Eclipse. This is prominent on Illium but it is unknown if other groups follow the same ritual.

Eclipse are first encountered in Mass Effect 2 when they, along with the Blood Pack and the Blue Suns, attempt to assassinate Garrus Vakarian on Omega. They are very prominent on Illium where they are working for Miranda's father and Asari CEO's.

Spectre

Spectre



Spectre is the elite agency that answers to the Citadel Council. Their main goal is to preserve the stability of the galaxy at any cost. When one becomes a Spectre, they are given a mission and any resources to see it completed.

Spectre agents are often seen as being above the law. However their status can be revoked by the council at any time.

Plot

Last week we ran through five things we wanted and didn't want from the inevitable conclusion of Commander Shepard's story. Mass Effect 3 was officially announced to be released on March 6, 2012. The third iteration will take us back to planet Earth, the one place we've never been able to visit in the previous games.

Based on the description from the EA store it seems like Mass Effect 3 will be all about uniting the many galactic species against the Reapers. Who will be on your side when the Reapers come knocking on Earth's door?

This article includes plot spoilers.

The Rachni Queen



Background

Back on Noveria, the station at Peak 15 was overrun with ugly insect-like creatures that look like they crawled out of a freshwater pond in Louisiana. Turns out these vicious beasts were Rachni, an ancient species that once threatened the safety of the entire galaxy until the Krogan stepped in and wiped out their population. Their extinction made their sudden presence on Noveria an unpleasant surprise, and when Shepard discovered a Rachni Queen in a holding cell there was an important decision to make: Let the Queen go, or kill her and once and for all destroy the Rachni species.

Why It Will Matter

For those who chose to save the Queen, an Asari diplomat awaited Shepard's arrival on Illium to relay a message of peace and alliance. So it appears that whenever the final Reaper confrontation goes down, the Rachni will be on Shepard's side. Not a bad ally to have.

So what if you killed the Queen? Well then, I guess you're S.O.L. Maybe you shouldn't be such a jerk next time.

The Quarian-Geth War



Background

The Quarians were not always an enviro-suit-wearing race. Once upon a time, they lived peacefully on their homeworld of Rannoch on the edge of dark space. The world was strangely free of harmful viruses or bacteria, so when the Quarians' own invention, the Geth, turned against them they had to flee to dirty clutches of space. Wandering the galaxy in a caravan of ships called the Migrant Fleet, the Quarians' immune systems weakened over the years until enviro-suits became the norm.

In Mass Effect 2 Shepard visited the roaming Quarian headquarters and it was clear that the passengers were becoming restless with their gypsy lifestyle. Murmurings of war flooded the ship, and the Quarian leaders were divided among the decision to try and clear their former home of the Geth. Using Shepard's persuasiveness, you could either urge the Quarians to go to war, or tell them to hold off until the Reaper threat subsided.

Why It Will Matter

If the Quarians attempt to take back their home world, it could mean the extinction of the entire race as the geth are formidable opponents that don't sleep, drink, eat, or have sensitive immune systems. Even if the Quarians manage to prevail, it's doubtful that the remaining survivors will be able to assist in the effort against the Reapers.

If you quelled their thirst for war, on the other hand, you've likely gained the Migrant Fleet as an ally in the upcoming battle.

Love Is in the Air



Background

Both Mass Effect titles offered a romance sub-plot, but the question is did you stay faithful to your original bed buddy or were you put off by their abrupt greeting in Mass Effect 2? (Dammit, Kaidan, why won't you let me love you?!) Deciding to stray was pretty easy, after all the temptations were plentiful: Miranda's bountiful assets, Tali's delicate admiration, Thane's quiet confidence and Jacob's hunky muscles...well, you get the point.

Why It Will Matter

The repercussions for cheating on your former love are unknown (though, is it technically cheating if you were on a break?), but I hope it turns into a full-on Jerry Springer episode. There needs to be hair-pulling, name-calling, or fist-throwing. Okay, maybe not. Still, there better be some reward for staying faithful, like perhaps a nice, simple wedding ceremony? Or they could just get it on again. Either way, there needs to be a fulfilling reunion in the final chapter.

Another thing to consider is that both Ashley and Kaidan represent the Alliance Navy. Since Shepard "went rogue" in Mass Effect 2 and joined forces with Cerberus, tensions have been high between the Commander and his (or her) former employer. Perhaps a good relationship with one of them will make it easier to ingratiate yourself back with that group. Or maybe it will just be about sex.

The Council



Background

The Citadel Council is the governing authority over the happenings in Citadel Space. Comprised of Turian, Asari, and Salarian representatives, the group was generally rude, borderline racist against

humans, and a general pain in the ass to deal with in the first game. When Sovereign (the first Reaper ship discovered), launched an assault on the Citadel base the council fled to their escape ship, the Destiny Ascension. Under extreme fire from the supporting Geth troops, the council could either be left to their own devices of defense (i.e. they will die) or the Alliance Navy could swoop in and save the day, depending on your call.

Why It Will Matter

Let's be honest -- it was really tempting to just leave the council to die. They were total jerks. But without their political pull, the human race becomes more of a bully-dictatorship than a peaceful ally. This means it might be more difficult to get the Turians, Asari, or Salarisians on your side.

If you elected to save their lives, the trio warms to you (they damn well better), and it will likely be easier to gain their respective species' aid against the Reapers.

Your decision of who should lead the galaxy (if the council died) or become the first human representative on the council, should also influence how easy it is to garner their goodwill. Captain Anderson, though more polite and without a doubt a better human being, lacked the political background of Ambassador Udina and therefore the skill to push human agendas.

Urdnor Wrex



Background

Urdnor Wrex is by far one of the most bad-ass characters in the Mass Effect franchise. A true Krogan, his thirst for battle is evident, but he still has the common sense to know what's best for his currently withering species. After the Salarisians inflicted a genophage to keep the overly-aggressive Krogan population down, the majority of Clan leaders still engaged in civil war, further ensuring their species' demise. Wrex, on the other hand, saw a better way: bunker down, band together, and focus on breeding until the population rises. Eventually he realized the majority of his brethren weren't ready for such a drastic change of mindset, so he returned to bounty hunting.

When Commander Shepard and crew landed on Vormire, they discovered a Krogan breeding ground designed to serve the Reapers. Wrex struggled with the idea of destroying the base, and therefore the cure to the genophage, but if you leveled up your persuasion skills you could talk the big guy down. Otherwise, you or Ashley put a bullet in his brain.

Why It Will Matter

If you saved Wrex from Ashley's trigger-happy finger, he shows up as the leader of the Krogan clans on Tuchanka. Grateful that you were able to talk him down, he assists you in your journey and even allows Grunt to become a member of Clan Urdnot.

If your speech level wasn't high enough to save him, or you just felt like killing something at that moment in time, you can expect that your mission to recruit the Krogan clans will be much more difficult. Also, what the hell were you thinking? Wrex is awesome.

The Reaper Confrontation



Background

Everyone that's played Mass Effect knows that there are a butt-load of Reapers waiting out in dark space to come in and gobble everyone in the galaxy up. Or turn them into Collectors. They're difficult to kill and can Jedi-mind trick organic life. Basically, they're all-around bad news bears.

After defeating Sovereign (the one lone Reaper stationed outside of dark space to open up the relays and let the rest in for a big devouring festival), we ran into the Collectors in Mass Effect 2. Former Protheans that were altered beyond recognition, these bug-like aliens were slaves to the Reapers and building a new breed of Reaper modeled after humans. Creepy. Once you put down the baby Reaper, a drastic choice emerged: Save the base for "research" and hand it over to Cerberus or destroy it?

Why It Will Matter

Well, obviously the whole point of this game is kicking the Reapers' shiny, metal asses. Either that or the entire universe gets destroyed. We better hope it's the Reapers.

The fate of the Collector base could be a huge factor in the outcome of the war. The technology could help to better arm troops against these sentient machines or it could completely backfire and turn more people into Reaper slaves.

Destroying the base means losing out on potential weapon upgrades, but it's also safer and ethically

"the right thing to do."

Obviously this short list doesn't include everything that will be going on in Mass Effect 3. What plot lines do you think will appear in the third game?

Source: Charting the Plot Points - IGN

Mass Effect

Mass Effect is the first game in the Mass Effect franchise. It was released November 20, 2007 on Xbox 360 and May 28, 2008 on PC. It has never been released on PlayStation 3. The first game in the Mass Effect series, it introduced characters like Commander Shepard, Liara T'Soni, and Captain Anderson who have become staples of the series' cast.

Choices made in Mass Effect directly influence the events of Mass Effect 2 and Mass Effect 3 if a saved game is passed from one game to the next.

Game-Changing Events

The following decisions made in Mass Effect will have an effect in Mass Effect 3:

- Rescuing Kaidan Alenko or Ashley Williams on Virmire. Whoever was not rescued will be dead, and whoever was is now a Spectre and will be a squadmate.
- Sparing or killing Urdnot Wrex. If he was spared, he will be the chief of the dominant tribe of Krogan on Tuchanka and will be very willing to help Shepard. If he was killed, his brother will be the chief and will be less willing to help Shepard.
- Sparing or killing the Rachni Queen. If she was spared, an Asari ally of hers will contact the player when he or she visits Illium.



Release Dates (360):

NA Nov 16, 2007

AU Nov 20, 2007

EU Nov 23, 2007

JP May 21, 2008

Release Dates (PC):

NA May 28, 2008

AU June 5, 2008

EU June 12, 2008

Mass Effect Plot Synopsis

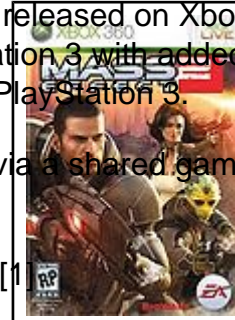
Mass Effect begins with Commander Shepard aboard the SSV Normandy SR-1 en route to Eden Prime, a human colony on the outskirts of Systems Alliance territory. Accompanying Shepard is the Turian Spectre Nihlus Kryik, sent there to test his suitability for the role as Spectre. While in Eden Prime Shepard and his team encounter Geth. Shepard soon finds out that a rogue Spectre called Saren Arterius. Shepard then goes on a quest to stop Saren but finds bigger threats along the way, Aswell as friends.

Mass Effect 2

Mass Effect 2 is the second game in the Mass Effect franchise. Originally released on Xbox 360 and PC exclusively, Mass Effect 2 saw a special edition release on the PlayStation 3 with added cutscenes to fill in the story of Mass Effect, which has never appeared on PlayStation 3.

Choices made in Mass Effect 2 directly affect the events of Mass Effect 3 via a shared game save between games.

IGN gave Mass Effect 2 the number 1 spot on its Top Modern Games list. [1]



Game-Changing Decisions

The following decisions made in Mass Effect 2 will impact Mass Effect 3:

- Saving or destroying the Genophage data in Mordin's loyalty mission
- Rewriting or destroying the hostile Geth collective in Legion's loyalty mission
- Destroying or not destroying the Collector Base
- Who survived the suicide mission: if Garrus and/or Tali survived, they will return as squadmates.
- If Grunt, Jack, Jacob, Kasumi, Legion, Miranda, Mordin, Morinth, Samara, Thane, and/or Zaeed survived, they will return in Mass Effect 3, but they will not be squadmates.

Release Dates (360, PC):

NA Jan 26, 2010
AU Jan 29, 2010
EU Jan 28, 2010
JP Jan 13, 2011

Release Dates (PS3):

NA Jan 18, 2011
AU Jan 27, 2011
EU Jan 21, 2011

Mass Effect 2 Plot Synopsis

WARNING, MINOR SPOILERS: Mass Effect 2's plot focuses around the abduction of many humans from colonies out in the Terminus Systems. After being killed in action, Shepard is resurrected by the human extremist organization, Cerberus. They inform Shepard that he has been dead for 2 years and the Alliance hasn't done any investigation into Shepard's death or the abductions. Shepard is instructed to recruit a crew of deadly operatives and take down a mysterious alien race called the Collectors. After acquiring the necessary technology to pass into uncharted space, Shepard locates the Collector home ship and cleanses it of all Collector life forms.

Races

This page indexes the known Races in Mass Effect 3.

Citadel Races

The **Citadel Council** is the reigning government across the systems in jurisdiction of Citadel Space. It is an executive committee composed of representatives from the Asari Republics, the Turian Hierarchy, and the Salarian Union. Later, the Humans joined the committee. Other species like the Keepers, who maintain the Citadel, are counted here as Citadel races.

				
Asari	Drell	Elcor	Hanar	Human
				
Keepers	Salarian	Turian	Volus	

Non-Citadel Races

Non-Citadel races include extinct races and races that either do not have embassies on the Citadel, are hostile to Citadel races and/or policies, or are simply in a neutral status. Hostile races include the likes of the Batarians, and some of the Geth. Races like Quarians are not hostile, but distrust other factions.

				
Batarians	Collectors	Geth	Krogan	Quarians
				
Rachni	Reapers	Vorcha	Yahg	

Other Species

Many other species of Enemies and non-sentient lifeforms inhabit the Mass Effect Universe.

				
Protheans	Praetorians	Thresher Maws		

Alphabetical List of Races

- Asari
- Batarians
- Collectors
- Drell
- Elcor
- Geth
- Hanar
- Humans
- Keepers
- Krogan
- Praetorians
- Protheans
- Quarians
- Rachni
- Raloi
- Reapers
- Salarians
- Turians
- Volus
- Vorcha
- Yahg

Asari



The **Asari** are one of the most powerful and respected species in the galaxy. They were the first species to discover and inhabit the Citadel, and were instrumental in the development of the Citadel Council. They continue to be the heart of galactic society. Asari are revered for their elegance, diplomacy and Biotic talent, making them one of the most loved and feared species.

A typical Asari usually has either a blue or purple complexion and can live for a millennia. A mono-gendered species, Asari are able to reproduce with any gender and with any species. Though they resemble human females, Asari are non-gender specific and have no concept of gender differences. During conversation, Liara T'Soni states that "male and female have no real meaning for us." Unfortunately, any species that mates with an Asari will have a 100% Asari child, both physically and genetically. Mating is used as a way for the Asari to randomize the genes of the offspring so they don't become sterile.

There are three main life stages of the Asari:

- The **Maiden** stage starts at birth and it is a time of exploration and experience. At this stage, many Asari are curious and restless.
- The **Matron** stage begins at around 350 years of age. During this time, there is a desire to settle down and raise children.
- The **Matriarch** stage begins around 700 years of age; earlier if the individual melds rarely. At this point in their life Asari become active in their community as councilors or other types of guiding lights. With centuries of experience they offer knowledge and insight that no other species can match.

Economically, the Asari have the single largest economy in the galaxy. This large amount of wealth is partly because the Asari have a virtual monopoly on biotic technology.

One of the oddest aspects of the Asari is their military. Asari children decide at a young age whether they want to be warriors or not and from that point, their entire lives are engrossed by it. Because of the lack of heavy armour and support weapons, the Asari has adapted to become masters of ambush, infiltration and assassination. The Turians have a saying about the Asari, "The Asari are the finest warriors in the galaxy. Fortunately, there are not many of them."

Asari come from the planet Thessia, which has an abundance of Element Zero, and contributes to the Asari's massive economy.

Batarians



Batarians are a four eyed anthropoid race, much like Humans and Asari. They are one of only two know organic species that have developed more than one pair of eyes, the other being the Yahg. Batarians also exhibit different skin tone colours. Most are a dark, brown-red hue, but some, such as Balak, have a black and yellow pigmentation.

The Batarians were once considered part of Citadel space. They had their own embassy and were accepted, for the most part, by the galactic community. In the 2160s all of that ended when humans started to colonize the Skillian Verge, which was an area that the Batarians were already settling. The Batarians asked the Citadel Council to intervene and declare the Verge an area of "Batarian interest." The Council refused and with that decision, the Batarians closed their Citadel embassy and became a rogue state.

Culturally, the Batarians place social caste and appearance above anything else. Overstepping one's place is frowned upon along with casting aspersions of having greater worth socially. It is strongly believed that a species that has fewer than four eyes is significantly less intelligent. One of the most integral aspects of the Batarian culture is slavery. They believe in it so much that Batarians see the Council's anti-slavery position as prejudice. Body language is another important part of Batarian society. For example, tilting your head to the right is a sign of superiority, whereas tilting your head to the left signifies admiration and respect.

Collectors



The **Collectors** are an enigmatic race that live in the center of the Milky Way. They are rarely seen and are generally regarded as a myth. They are most well known for having odd trade requests. In return for new technologies, the Collectors usually want living beings, such as two dozen left-handed Salarians, sixteen sets of Batarian twins, a Krogan whose parents were from feuding clans, etc. More often than not, the technologies are much more advanced than what can be found in both the Terminus Systems and Citadel Space. At the time of Mass Effect 2, their interest had turned to healthy Human biotics.

Biologically, the Collectors are just as strange as their requests. They are human-sized bipedal insects with an exo-skeleton, four eyes and a distinct large, tapering head. Collectors also have fully developed wings that allow them to fly over short distances. While exploring a supposed derelict Collector ship, a dead Collector is found and its DNA is examined. The DNA is very similar to the genetic structure of the Protheans. It is then determined that the Protheans were not completely wiped out, but turned into slaves for the Reapers. While the majority of the Protheans were murdered, some were used and changed into Collectors. Their DNA showed signs of "extensive genetic rewrite" including three fewer chromosomes, reduced heterochromatin structure and the elimination of "junk" sequences. Mordin Solus deduced that after the Protheans were indoctrinated, Reapers had to compensate their lack of ability with cybernetic modifications. It is unknown if they even have a sense of self-awareness or intelligence, or if they are just "closer to husks than slaves."

Culturally, the Collectors are dead, plain and simple. They have no concern for self-preservation and will fight/die in battle even if there is no chance of victory. There are no paintings, art, or creativity in the Collector living areas and bases. Everything is as ergonomic as possible.

At the end of Mass Effect 2, it was revealed that the Collectors used human biotics to make a human-like Reaper called Larva. Eventually Larva was defeated by Commander Shepherd and the Collectors are wiped out with explosion of the Collectors base or radiation pulse.

Drell



Drell are omnivorous reptile-like humanoids with an average lifespan of 85 galactic standard years. Drell appearance is very similar to Asari and Humans, but their muscle tissue is slightly denser, giving them a wiry strength. Many of their more reptilian features are concealed, however one unique characteristic is the hyoid bone in their throats, which allows them to inflate their throats and produce vocal sounds outside of the human range. They also have two sets of eyelids, akin to crocodiles. In addition, Drell possess the ability to shed tears.

The Drell ancestors emerged from dry, rocky deserts on the barren world of Rakhana. Eight centuries ago, the already-arid Drell homeworld began its swift descent into lifelessness due to disastrous industrial expansion. At the time, the Drell lacked interstellar flight capacity, and with their population bursting at 11 billion they faced certain doom. It was around this time that the Hanar made first contact with the drell race. In the following ten years, the Hanar would transport hundreds of thousands of Drell to the Hanar world, Kahje. The remaining billions left on Rakhana would perish on their dying planet, warring against each other for diminishing resources. The Drell now thrive co-existing with the hanar and have been a part of the galactic civilization for roughly two centuries. The debt of gratitude that the Drell owe the Hanar is referred to as the Compact, which the Drell fulfill by taking on tasks that the Hanar find difficult, such as combat. Any Drell may refuse to serve, but as being requested to serve is a great honor, few turn down the offer.

Because the drell ancestors emerged from arid, rocky deserts, the humid, ocean-covered Hanar homeworld of Kahje proved tolerable only when the Drell stayed inside a climate-controlled dome city. The leading cause of death for Drell on Kahje is Kepral's Syndrome, caused by cumulative long-term exposure to a humid climate. This syndrome erodes the ability of Drell lungs to take in oxygen, and eventually spreads out to other organs. It is noncommunicable, and there is currently no known cure, though leading Hanar scientific authorities are working on creating a genetic adaptation.

The Drell possess eidetic memory, an adaptation to a world where they must remember the location of every necessary resource (vegetation, drinkable water and prey migration paths) across vast distances. The memories are so strong that an external stimulus can trigger a powerful memory recall. These recalls are so vivid and detailed that some drell may mistake it for reality. Thane Krios, for example, remembers every assassination he has ever performed and can describe them in flawless detail, and says he prefers to spend a lonely night with the perfect memory of another. This process can be random or involuntary.

Elcor



The **Elcor** are a species native to the high-gravity world Dekuuna. They are massive creatures, standing on four muscular legs for increased stability. Elcor move slowly, an evolved response to an environment where a fall can be lethal. This has colored their psychology, making them deliberate and conservative.

Elcor evolved on a high-gravity world, making them slow, but incredibly strong. Their large, heavy bodies are incapable of moving quickly, but they possess a rather imposing stature and immense strength, as well as thick, tough skin. They move using all four limbs to support and balance their massive bodies. Given their method of communication, they likely have highly-attuned olfactory senses. Only once has an Elcor been seen actually walking in full view of the camera, in a long shot in Mass Effect 2. In Mass Effect, Xeltan leaves the office off-camera, but his walk is thunderously loud.

Elcor speech is heard by most species as a flat, ponderous monotone. Among themselves, scent, extremely slight body movements, and subvocalized infrasound convey shades of meaning that make a human smile seem as subtle as a fireworks display. Since their subtlety can lead to misunderstandings with other species, the Elcor prefix all their dialog with non-Elcor with an emotive statement to clarify their tone. So if an Elcor merchant were to talk to you it would say something like "Tentatively excited, Welcome human, What can I get for you?"

Prehistoric Elcor travelled across Dekuuna in large tribal groups. These groups were likely led by the oldest and most experienced Elcor. This may have later developed into the Elcor culture of Elders, whose wisdom could keep the tribe safe provided they followed the correct guidance (see below).

According to their ambassador, the Elcor were just making their first forays into space travel when the Asari made contact with them. With their help, the Elcor discovered the closest mass relay and, within a single lifetime, had established a regular trade route to the Citadel. The Elcor quickly became one of the more prominent species in Citadel Space, though they still have to share an embassy with the Volus.

Geth



The **Geth** were created by the Quarians as a labor force. Wary of rebellion by intelligent AIs, the Geth were designed as VIs, as advanced as possible while remaining non-sentient. They were also designed to operate more efficiently when networked together. Unfortunately, this feature was the Quarians' undoing. Geth programs were indeed non-sentient individually, but slowly gained sentience through the massive main Geth network. Eventually, they started asking the Quarians questions only sentient beings would think to ask, like "Am I alive?" or "Does this unit have a soul?" Alarmed at this, the Quarians decided it would be best to shut down all Geth before they conceived of revolt. The attempt failed, and a war began between the Geth and the Quarians, which the Geth afterwards referred to as the Morning War. The war ended with the surviving Quarians forced to evacuate their home world and colonies in the Perseus Veil in a massive fleet called the Migrant Fleet.

Little is known about the Geth in the time between the Morning War and the present. The Geth did not repopulate the now barren quarian worlds, instead choosing to exist in the computer hubs aboard massive space stations and extract needed resources from asteroids. They adopted an extremely isolationist attitude: any ships that ventured into Geth space were immediately attacked and destroyed. While they prevented any contact by other races with themselves, the Geth monitored communications and the extranet. The Geth continued development of new technology and variations of mobile platforms, separating their technology base from the rest of the galaxy. They obtained an ultimate goal in this time period: to create a Dyson Sphere, which could house every single Geth program.

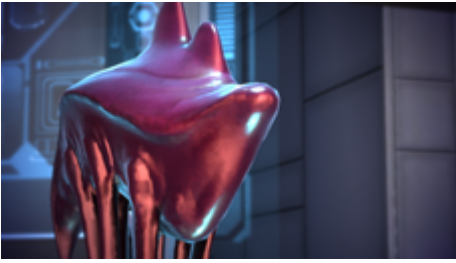


During the events of Mass Effect 2, Commander Shepard finds a single Geth, whom Shepard takes back to the Normandy after witnessing it speak. After activating it, it acknowledges who Shepard is, and shows no signs of hostility. It describes itself as being the collective consciousness of thousands of Geth, which prompts EDI to name it "Legion". Discussions with Legion show that the Reapers had made contact with the Geth, causing some to join the Reapers fight. Legion calls these "heretics", and indicates that these machines do not convey the wishes of the geth race. Shepard takes Legion to a major heretic station, and then either (SPOILER) destroys the heretic station, "deleting" massive numbers of individual geth minds, or uploads a program that simulates thousands of Geth minds, all suggesting that the Geth do not cooperate with the Reapers, as the Geth operate through a hive mind. The results of these actions are not yet known.

Online

To play as the Geth online you have to download the Resurgence Pack which is free. (You still have to either earn credits or buy the recruit, veteran, or spectre packs from the online store in-game)

Hanar



The **Hanar** homeworld, Kahje, has 90% ocean cover and orbits an energetic white star, resulting in a permanent blanket of clouds. Due to the presence of Prothean ruins on Kahje, the Hanar have developed a religion centered on the ancient species, calling them the "Enkindlers". Hanar myths often speak of them as an elder race that uplifted and civilized them by teaching them language.

Several hundred years ago, the Hanar made contact with the Drell on their nearby homeworld of Rakhana. Drell society was quickly collapsing due to overpopulation and warring over scarce resources, so the Hanar rescued several hundred thousand Drell and brought them to Kahje, where they integrated into Hanar society with the remaining drell dying out. Now the Drell serve as a client race of the Hanar, and although to outside observers the relationship can be construed as a form of slavery, the reality is very different. Drell have integrated with every level of Hanar society, and most consider it an honor to serve a Hanar family in a tradition referred to as the Compact. Many Drell become unofficial members of the family, and some even earn the privilege to learn their masters' "soul names".

The Hanar communicate using sophisticated patterns of bioluminescence—which other species need machine assistance to translate (though many Drell apply genetic modification to their eyes in order to perceive higher frequency flashes which allows them to understand the Hanar)—and speak with scrupulous precision and extreme politeness. Most Hanar take offense at improper language, and must take special courses to unlearn this tendency if they expect to deal with other species.

The Hanar have two names, a "face name" and a "soul name." The face name is used as a general label for use by strangers and acquaintances. The soul name is kept for use among close friends and relations, and tends to be poetic. For example, a Hanar known for its cynicism may take a name that means "Illuminates the Folly of the Dancers." That said, Hanar are extremely polite, almost to a fault. They never refer to themselves in the first person with someone they know on a face name basis: to do so is considered egotistical. Instead they refer to themselves as "this one," or the impersonal "it." It is only around those who know their soul name that they would ever consider using the first person. Even when flustered or angry, a hanar will still maintain exquisite poise, and will remain formal even with those it wishes dead.

Drell servants usually carry out Hanar assassinations, as the Hanar are too cumbersome out of the water to participate in a physical fight—though Zaeed Massani mentions that he was once nearly strangled by one. The Drell assassin Thane Krios also maintains that the Hanar have a strong grip and possess strong natural poison. The Hanar practice a religious holiday called Nyahir or "First Cresting Bloom" which lasts a full thirteen days and revolves around celebrating the gift of speech,

which they attribute to having come from the Enkindlers, their sort of Gods. It is a mixture of contemplation and competition, with the faithful engaged in stylized debates, poetry duels, and other traditional Hanar art forms. The winners of these events have their names inscribed in bioluminescence on the side of Mount Vassla, an underwater volcano at the heart of one of the oldest Prothean ruins on Kahje.

Human



In 2148, **Human** explorers on Mars uncovered a long-ruined Prothean observation post, with a surviving data cache that proved Protheans had studied Cro-Magnon humans millennia ago. While religions tried to assimilate this discovery into their doctrine, a global rush began to decipher the petabytes of data from the outpost. Discovering information on a mass relay orbiting Pluto, explorers managed to open the Charon Relay and discovered it led to Arcturus. With the help of the fledgling Systems Alliance, humans expanded to other systems, opening any mass relays they could find.

Humans first came to the attention of the galactic community after a brief but intense conflict with the Turians, known by humans as the First Contact War, begun in 2157. The conflict began when the Turians attacked a human fleet attempting to activate a dormant mass relay (illegal under Council law) and then occupied the human colony of Shanxi.

Led by Admiral Kastanie Drescher, the Second Fleet then launched a massive counter-attack, which caught the turians by surprise and expelled them from Shanxi. The conflict caught the attention of the Citadel Council, which wasted no time brokering a peace, thus introducing humans to the galactic community. As a consequence of the Alliance's swift and decisive action during the First Contact War, the Alliance became the representative and supranational governing body of humanity. Since then, humans have rapidly risen in prominence.

In 2165, humanity was granted an embassy on the Citadel in recognition of their growing power and influence in the galactic community. The timing of this achievement, less than a decade after first contact, caused some friction with other Citadel races who had waited decades for such recognition.

Humanity continued to expand to unclaimed star systems on the edge of Citadel space, which eventually led to competition with the Batarians. When the batarians tried and failed to convince the Council to declare the Skyllian Verge "a zone of batarian interest", they closed their embassy and withdrew from Citadel space. Viewing humans as the cause of their fall from grace, batarians frequently came into conflict with human colonies, especially batarian slavers. Tensions between humans and batarians persist for decades.

The Systems Alliance, which represents a majority of humans, has had an embassy on the Citadel since 2165. Many other species dislike their sudden ascendancy compared to their status as relative newcomers on the galactic stage. Some species feel that humanity is overly expansive in its colonization efforts and aggressive attempts to advance its position in galactic affairs. It took other species centuries to achieve what humanity has done in decades.

Humans have also been doing what the Council could not: colonize planets in the Attican Traverse, the Skyllian Verge and along the borders of the Terminus Systems, all volatile regions where the

Council has little authority. Human forces came into minor conflicts with the batarians over the Verge, which the batarians had been attempting to colonize themselves. When the batarians asked the Council to declare the Verge a "zone of batarian interest", they were refused; in response, the batarians became a rogue state, blaming humans for depriving them of valuable resources, and human-batarian relations have been hostile ever since. Unlike many species in Citadel space, humans have no close allies among the other races, though they are trade partners with the Turians and Asari. Without alliances or key political positions, humans have had to follow the edicts of the Council without having much influence on their decisions. Human ambassadors finally had their wishes answered when Shepard was admitted into the Spectres, the Council's elite operatives, and even further when they were given a seat on the Council, after either having saved them from the Battle of the Citadel, or having Humanity rebuild the Council when they were lost. However, now that Humanity has a seat on the Council, they are able to influence the Council's rulings, protect their own interests and have a say in the governing of Citadel space.

Keepers



The **Keepers** are a bio-engineered, insectoid race found only on the Citadel. They are completely harmless, and appear to exist for no other reason than to maintain the Citadel and its systems.

The keepers are believed to have been created by the Protheans to serve as the caretakers of the station, and have become essential to the Citadel's operation. Very little is known about them, as they do not communicate with other species.

Physically, the keepers resemble large aphids. Little else is known about their biology, other than what can be observed with the naked eye. Attempts to capture a keeper or take it into custody for study will cause the creature to undergo a sudden "self-destruct," with acid being released internally destroying it. The affected keeper literally melts into a puddle of proteins and minerals in less than a minute, preventing any research from taking place.

Due to the fact the keepers persist in destroying themselves when interfered with, they are nearly impossible to scan or study. By Citadel Council law, it has become illegal to interfere with the keepers on penalty of imprisonment, because the Citadel cannot be maintained without them. No matter how many keepers die due to old age, violence, or accident, they always maintain a constant number. No one has discovered the source of new keepers, but some hypothesize they are genetic constructs: biological androids created somewhere deep in the inaccessible core of the Citadel itself.

Keepers are mute, at least to the perceptions of other races. Some Citadel scientists believe the keepers communicate between themselves with telepathic images, but this is mainly speculation. Their inorganic components (specifically, the component on the keeper's back and its attached antenna) are speculated to facilitate the coordination between the keepers and the Citadel.

It is later revealed that the keepers, along with the Citadel, predate the Protheans; they are, in fact, the key to the Reaper genocide, which occurs when a civilization is judged to be sufficiently advanced for harvesting. According to Vigil, the keepers were likely once a race that was either created, conquered, or indoctrinated by the Reapers, possibly even the first race they enslaved. Whatever their origins, the main purpose of the keepers now is to maintain the Citadel in its attractive pristine state so that sentient organic life will settle there, and support their habitation of the Citadel once they take possession of the station, as they have for countless other races throughout time.

However, once an organic species has settled on the Citadel and reached the required level of technological advancement, the Reapers' current Vanguard, a single Reaper left behind to monitor

the situation, sends a signal to the keepers compelling them to activate the Citadel relay to dark space, and begin the process of genocide. The Protheans succeeded in altering this reaction to the signal, though too late to save the Protheans themselves from extinction at the hands of the Reapers. The keepers have changed and evolved so they only respond to the Citadel itself; they are now no longer under Reaper control and pose no threat to anyone anymore.

Krogan



The **Krogan** evolved in a hostile and vicious environment. Until the invention of gunpowder weapons, "eaten by predators" was still the number one cause of krogan fatalities. Afterwards, it was "death by gunshot".

When the Salarians discovered them, the krogan were a brutal, primitive species struggling to survive a self-inflicted nuclear winter. The salarians culturally uplifted them, teaching them to use and build modern technology so they could serve as soldiers in the Rachni War.

Liberated from the harsh conditions of their homeworld, the quick-breeding krogan experienced an unprecedented population explosion. They began to colonize nearby worlds, even though these worlds were already inhabited. The Krogan Rebellions lasted nearly a century, only ending when the turians unleashed the genophage, a salarian-developed bioweapon that crushed all krogan resistance.

The genophage makes only one in 1,000 pregnancies viable, and today the krogan are a slowly dying breed. Understandably, the krogan harbor a grudge against all other species, especially the turians.

Biology: The krogan evolved in a lethal ecology. Over millions of years, the grim struggle to survive larger predators, virulent disease, and resource scarcity on their homeworld, Tuchanka, turned the lizards into quintessential survivors. Perhaps the most telling indicator of Tuchanka's lethality is the krogan eyes. Although they are a predators species by any standard definition, their eyes evolved to be wide-set, as any Earth prey species like deer and cattle. Krogan eyes have a 240-degree arc of vision, better suited for spotting enemies sneaking up on them than for pursuit.

Physically, the krogan are nigh-indestructible, with a tough hide impervious to any melee weapon short of a molecular blade. While they feel pain, it does not affect their ability to concentrate. They have multiple functioning examples of all major organs, and can often survive the loss of one or two of any type. Rather than a nervous system, they have an electrically conductive second circulatory system. A krogan can never be paralyzed - they may lose some fluid, but it can be replaced by the body in time.

The hump on krogan's back stores water and fats that help the krogan survive lean times. Large humps are a point of pride; being well-fed implies the krogan is a superior predator.

The most widely-known biological feature of the krogan is their incredible birth rate and rapid maturity. Once freed from the hostile cauldron of Tuchanka, the krogan population swelled into a numberless horde. Only the genophage kept them from out-breeding the combined Council races. Now the rare krogan females capable of bringing a child to term are treated like strategic resources: warlords will trade them at diplomacy or (more frequently) fight wars over them.

Blood Rage: Feared throughout the galaxy as nightmarishly violent warriors, the krogan are both aided and hobbled by their legendary "blood rage".

In the grip of that madness, krogan become seemingly invincible, but are merely totally unresponsive to pain. "Blood-enraged" krogan fight regardless of injury level, to the extent that krogan shorn of all four limbs continue gnashing past brain death until total somatic death.

The supremely resilient, hyper-violent blood rage is the synergy of two aspects of krogan neurology. The first aspect is a positive feedback loop in which adrenalin, also activated by fear or rage, suppresses serotonin, the brain chemical that induces serenity. The second is the over-developed krogan limbic system. In krogan, as in humans, fear or rage shifts mental control from the frontal lobes, responsible for reasoning, to the limbic system, responsible for aggression and survival. During that shift, krogan and humans exhibit diminished capacity for logic and self-control.

Prior to the ecological devastation of Tuchanka, blood rage was extremely rare among the krogan. Back then, while all krogan were capable of heightened anger and violence in fight-or-flight scenarios, almost none experienced insensitivity to pain. The one percent who did were those suffering serotonin-suppression. At that time, krogan society regarded the condition as pathological, and medicated or imprisoned sufferers to protect them and society.

Following nuclear ecocide four millenia ago, evolution selected only those krogan afflicted with blood rage for survival. Today there is no living memory among the krogan of a life without mindless, murderous fury.

Culture: The harsh krogan homeworld conditioned the krogan psychology for toughness just as it did the body. Krogan have always had a tendency to be selfish, unsympathetic, and blunt. They respect strength and self-reliance and are neither surprised nor offended by treachery. The weak and selfless do not live long. In their culture, "looking out for number one" is simply a matter of course.

After their defeat in the Rebellions, the very concept of krogan leadership was discredited. Where a warlord could once command enough power to bring entire solar systems to heel and become Overlord, these days it is rare for a single leader to have more than 1,000 warriors swear allegiance to him. Most krogan trust and serve no one but themselves.

This solitary attitude stems in part from a deep sense of fatalism and futility, a profound social effect of the genophage that caused krogan numbers to dwindle to a relative handful. Not only are they angry that the entire galaxy seems out to get them, the krogan are also generally pessimistic about their race's chances of survival. The surviving krogan see no point to building for the future; there will be no future. The krogan live with an attitude of "kill, pillage, and be selfish, for tomorrow we die."

Genophage: The genophage bioweapon was created to end the Krogan Rebellions. From the start, the krogan had overwhelmed the Council. Only timely first contact with the turians saved the Council

aces. The turians fought the krogans to a standstill, but the sheer weight of krogan numbers indicated the war could not be won through conventional means. The turians collaborated with the salarians to genetically engineer a counter to the rapid breeding of the krogan.

The genophage virus gained the energy to replicate by "eating" key genetic sequences. Every cell in every krogan had to be altered for the weapon to be foolproof; otherwise the krogan could have used gene therapy to fix the affected tissues. Once a genophage strain could find no more genes to eat, it would starve and die, limited spin-off mutation and contamination. This "created" genetic flaw is hereditary.

The salarians believed the genophage would be used as a deterrent, a position the turians viewed as naive. Once the project was complete, the turians mass produced and deployed it. The krogan homeworld, their colonies, and all occupied worlds were infected.

The resulting mutation made only one in a thousand krogan pregnancies carry to term. It did not reduce fertility, but offspring viability. The rare females able to carry children to term became prizes the krogan warlords fought brutal battles over.

The krogan are a shadow of their former glory. While the Rebellions took place centuries ago, they are constantly reminded of the horror of the genophage and of their inability to counter it. The release of the genophage is still controversial, bitterly debated in many circles.

Krogan Rebellions:After the Rachni War, the quick-breeding krogan expanded at the expense of their neighbors. Warlords leveraged their veteran soldiers to seize living space while the Council races were still grateful. Over centuries, the krogan conquered world after world. There was always "just one more" needed. When the Council finally demanded withdrawal from the asari colony of Lusia, krogan Overlord Kredak stormed off the Citadel, daring the Council to take their worlds back.

But the Council had taken precautions. The finest STG operators and asari huntresses had been drafted into a covert "observation force", the Office of Special Tactics and Reconnaissance. The Spectres opened the war with crippling strategic strikes. Krogan planets went dark as computer viruses flooded the extranet. Sabotaged antimatter refineries disappeared in blue-white annihilation. Headquarters stations shattered into orbit-clogging debris, rammed by pre-placed suicide freighters.

Still, this only delayed the inevitable. The war would have been lost if not for first contact with the turians, who responded to krogan threats with a prompt declaration of war. Being on the far side of krogan space from the Council, the turians advanced rapidly into the lightly-defended krogan rear areas. The krogan responded by dropping space stations and asteroids on turian colonies. Three worlds were rendered completely uninhabitable.

This was precisely the wrong approach to take with the turians. Each is first and foremost a public servant, willing to risk his life to protect his comrades. Rather than increasing public war weariness, krogan tactics stiffened turian resolve.

The arrival of turian task forces saved many worlds from the warlords' marauding fleets, but it took the development of the genophage bioweapon to end the war. There were decades of unrest afterwards. Rogue warlords and holdout groups of insurgents refused to surrender, or disappeared into the frontier systems to become pirates.

Military Doctrine:Traditional krogan tactics were built on attritional mass-unit warfare. Equipped with cheap rugged gear, troop formations were powerful but inflexible. Command and control was very centralized; soldiers in the field who saw a target contacted their commanders behind the lines to arrange fire support.

Since the genophage, the krogan can no longer afford the casualties of the old horde attacks. The Battle Masters are a match for any ten soldiers of another species. To a Battle Master, killing is a science. They focus on developing clean, brute-force economy of motion that exploits their brutal strength to incapacitate enemies with a swift single blow of overwhelming power.

This change of focus from mass-unit warfare to maximal efficiency has increased employment demand in the fields of security and "muscle for hire". Due to the unsavory reputation of the krogan, most of these jobs are on the far side of the law.

Battle Masters are not "spit and polish", but they do believe in being well-armed and equipped, preferably with a gun for each limb. They are callous and brutal, but methodical and disciplined. They use any means at their disposal to achieve their goals, no matter how reprehensible. Hostage-taking and genocide are acceptable means to ensure a quiet occupation with few krogan casualties.

The krogan serving with Saren's forces appear to be returning to the old style of mass attritional combat. They also work in close cooperation with supporting geth units, who fill in the roles occupied by combat drones in other armies.

Biotics are rare among the krogan. Those that exist are viewed with suspicion and fear. The krogan see this aura of fear as a useful quality for an officer, and often promote them. Combat drones and other high-tech equipment are likewise in short supply.

Krogan belong to clans that live in camps spread across Tuchanka. The largest of these clans is the Urdnot. If Urdnot Wrex survives Mass Effect 1 he is the current clan leader. Should he die Urdnot Wreav, his younger brother, is the current clan leader. Urdnot Wrex seeks to unite the clans and stabilize the species, defying tradition. Urdnot Wreav is a traditional leader believing krogan grow stronger when the weak die in battle. This results in constant feuding between the clans. Females have their own clan, guards, and camps. They send envoys to the male camps to agree on breeding terms.

When krogan hit puberty they go through a trial known as the Rite of Passage which is performed by a shaman. The trials are a series of battles against indigenous lifeforms living on Tuchanka, culminating in a fight against a Thresher Maw.

Praetorians



Hovering tanks resembling a cross between an octopus and a giant crab, **Praetorians** are well-armored killing machines of mysterious origin.

Praetorians employ redundant systems from the multiple humans encased within them. Armed with eye-mounted particle beams, they are capable of unleashing devastating close-range energy attacks that also regenerate their shields. Within hours after death, the organic components of praetorian corpses disintegrate into a denatured pus, while their mechanisms turn to ash. One specimen, autopsied within minutes of death, reveals a clue: nanomachines may disintegrate the praetorian's organic and mechanical components before self-destructing.

If correct, this self-rendering hypothesis could account for three documented cases of dead praetorians apparently releasing (or becoming) clouds of neurotoxic gases, causing suffocating paralysis and nearly-instant death. In one remote facility, 17 soldiers died from gas inhalation while assessing the praetorian. Any personnel in the vicinity of dead praetorians are urged to protect themselves with breathing apparatus.

Protheans



Fifty thousand years ago, the **Protheans** were the only spacefaring species in the galaxy. They vanished in a swift "galactic extinction". Only the legacy of their empire remains. They are believed to have built the mass relays and the Citadel, which have allowed numerous species to explore and expand throughout the galaxy.

Prothean ruins are found on worlds across the galaxy. While surprisingly intact for their age, functioning examples of Prothean paleotechnology are rare. Time and generations of looters have picked their dead cities and derelict stations clean.

Some believe the Protheans meddled in the evolution of younger races. Kahje, for example, shows clear evidence of Prothean occupation, as there is a Prothean ruin inside an underwater volcano deep beneath the oceans of the Hanar homeworld. The presence of a former Prothean observation post on Mars has caused a rebirth of "interventionary evolutionists" among humans. These individuals believe the god-myths of ancient civilizations are misremembered encounters with aliens. Among the former outpost on Mars, the Humans found a data cache, which in turn led them to discovering their first mass relay, just outside Sol.

Quarian



Driven from their home system by the geth nearly three centuries ago, most Quarians now live aboard the Migrant Fleet, a flotilla of fifty thousand vessels ranging in size from passenger shuttles to mobile space stations.

Home to 17 million quarians, the flotilla understandably has scarce resources. Because of this, each quarian must go on a rite of passage known as the Pilgrimage when they come of age. They leave the fleet and only return once they have found something of value they can bring back to their people.

Other species tend to look down on the quarians for creating the geth and for the negative impact their fleet has when it enters a system. This has led to many myths and rumors about the quarians, including the belief that underneath their clothes and breathing masks, they are actually cybernetic creatures: a combination of organic and synthetic parts.

Migrant Fleet

The Migrant Fleet is the largest concentration of starfaring vessels in the galaxy, sprawling across millions of kilometers. It can take days for the entire fleet to pass through a mass relay.

When the Quarians fled their homeworld, the Fleet was a motley aggregation of freighters, shuttles, industrial vessels, and the odd warship. After three centuries, all have been modified to support larger crews as comfortably as possible. As the quarians achieved stability, they began weeding out the ships least suitable for long-term habitation, selling them and pooling the money to buy larger and more spaceworthy hulls. This process is ongoing, as vessels wear out and break down.

While some ships enjoy dedicated cabins with full privacy and sanitary facilities, many more are former freighters, whose cargo bays and containers are pressurized and divided into family spaces using simple metal cubicle bulkheads. The quarians enliven these spaces with colorful quilts and tapestries, which also help muffle sound.

The day-to-day operation of the fleet - traffic control, station-keeping, supply distribution, and so on - are under military jurisdiction. Though ship captains have the authority to deviate from their assigned positions and may leave the fleet at any time, they are assumed to do so at their own risk. As the Migrant Fleet moves around the galaxy, many ships split off to pursue individual goals, returning days or years later.

Rachni



The **Rachni** are a highly intelligent, space faring insect race that had been thought to be wiped out millenia before the setting of the original Mass Effect. The Salarisians encountered the Rachni upon activating a newly discovered mass relay leading to Rachni controlled space. Unfortunately, the Rachni species had been subjugated by the reaper Sovereign through indoctrination, and proved extremely hostile. It is a likely hypothesis that Sovereign intended to use the Rachni to conquer the council races so that it would be able to regain control of the citadel. This plan would have likely succeeded if not for the Krogan. Their arrival onto the galactic scene turned the tide of the war in the citadel species' favor.

During the course of Mass Effect, players encounter the long extinct species on the planet Noveria, where an egg found in a derelict ship had been brought by one of the corporations based there. This corporation happened to have Saren as an investor, and he used his access to begin a project with two goals. The first, was to use the Rachni Queen hatched from the egg to breed an army of rachni soldiers. The second was to extract the location of a long lost Mass Relay from the ancestral memory of the Rachni Queen utilizing the unique mental abilities of the Asari.

The player has the option of killing the Rachni queen in Mass Effect or it can be set free. If it is set free an Asari messenger on Illium tells Sheppard that they are planning to help him "against the darkness".

The Rachni Queen is the matriach of the species and raises her children as she sees fit. The Queen in Mass Effect states that if her children are not raised by her they will be wild and uncontrollable. She explains this and gives Sheppard permission to kill her children on Noveria before the option of how to deal with her becomes available. There are three other types of Rachni.

Rachni Workers are small, green and attack in swarms. They are the first line of defense for the Rachni. They rush towards their enemy and explode causing toxic damage.

Rachni Soldiers are much larger and have several tentacles attached to their body. They use these to attack their enemies along with a toxic spit.

Rachni Brood Warriors are the elder males of Rachni hives. They are much larger than Rachni Soldiers and seem to rival the Rachni Queen in size. They typically stay underground until the hive is strained for warriors or in peril. They are formidable opponents since they contain stronger versions of

the Rachni Soldiers abilities and also have biotics. These abilities include warp, stasis, and some form of barrier.

Ravagers



Ravagers are the cybernetically modified version of Rachni that are slaves to the Reapers. Although the bulk of the Rachni are under the control of the Rachni Queen, the Reapers have pockets of Rachni Ravagers under their controls

Raloi

The **Raloi** are an avian species originating on the planet Turvess, who made first contact with the Asari in 2184 after launching their first space telescope and discovering the Asari cruiser Azedes in their system.

Little is known about the biology of the Raloi except that they are avian in appearance. Due to an outbreak of an alien flu virus among the Raloi during the ceremonies held to welcome them to the galactic community, the Raloi have to wear environmental suits when in contact with other alien species.

Reapers



The **Reapers** are an ancient race of machines. Called "the Old Machines" by the Geth, they waited in deep space, beyond the Perseus Veil. Their main goal is to harvest all organic species and resources in the galaxy for consumption and also to create more Reapers. Once that is complete they remove all traces of their existence and then go back into deep space where they can't be found.

During the events of Mass Effect, a rogue Spectre named Saren worked with the Reaper Sovereign to destroy the galaxy. Sovereign managed to brainwash Saren through the Reaper process of indoctrination so that he could open the mass relay inside the citadel which would transport the Reapers there to begin their cycle again. Shepard stopped Saren and Sovereign was destroyed by a fleet of citadel ships at the end of Mass Effect. In Mass Effect 2, the Collectors started to abduct human colonies to prepare for the Reapers' invasion of the galaxy. The Collectors were using the humans so that they could create a giant human shaped Reaper. Once again, Shepard saved the galaxy and destroyed the Human-Reaper. At the end of ME2, It is learned that the Reaper Harbinger was in control of the Collector General and was personally directing the Collectors the entire time. There is also a scene of Harbinger and thousands of Reapers moving towards the galaxy, setting the stage for Mass Effect 3.

Salarian



The second species to join The Citadel, the Salarians are warm-blooded amphibians with a hyperactive metabolism. Salarians think fast, talk fast, and move fast.

The salarians were responsible for advancing the development of the primitive krogan species to use as soldiers during the Rachni Wars. They were also behind the creation of the genophage bioweapon the Turians used to quell the Krogan Rebellions several centuries later.

Salarians are known for their observational capability and non-linear thinking. This manifests as an aptitude for research and espionage. They are constantly experimenting and inventing, and it is generally accepted that they always know more than they're letting on.

Thresher Maw



Thresher Maws are gigantic subterranean worms. These creatures can grow up to 90 meters long. These worms lie beneath the surface and attack targets by surprise from below. They can be found on numerous worlds but are mostly native to Tuchanka, and must be defeated as a rite of passage for adolescent Krogans. Actually defeating a Thresher Maw is not required to pass the rite of passage however and merely fighting it until a certain amount of time is enough to pass. The last person to have beaten a Thresher Maw (If Grunt didn't do it in his rite of passage) was Urdnot Wrex. It has been confirmed that they will reappear in Mass Effect 3 fighting against the Reapers.

In Mass Effect 3, the largest thresher maw ever seen named Kalros appears on Tuchanka and manages to destroy a Reaper.

Turian



Roughly 1,200 years ago, the Turians were invited to join the Citadel Council to fulfill the role of galactic peacekeepers. The turians have the largest fleet in Citadel Space, and they make up the single largest portion of the Council's military forces.

As their territory and influence has spread, the turians have come to rely on the Salarisians for military intelligence and the asari for diplomacy. Despite a somewhat colonial attitude towards the rest of the galaxy, the ruling Hierarchy understands they would lose more than they would gain if the other two races were ever removed.

Turians come from an autocratic society that values discipline and possesses a strong sense of personal and collective honor. There is lingering animosity between turians and Humans over the First Contact War of 2157, which is known as the "Relay 314 Incident" to the turians. Officially, however, the two species are allies and they enjoy civil, if cool, diplomatic relations.

Biology

The turian homeworld, Palaven, has a metal-poor core, generating a weak magnetic field and allowing more solar radiation into the atmosphere. To deal with this, most forms of life on Palaven evolved some form of metallic "exoskeleton" to protect themselves. Their reflective plate-like skin makes turians less susceptible to long-term, low-level radiation exposure, but they do not possess any sort of "natural armor". A turian's thick skin does not stop projectiles and directed energy bolts.

Although life on Palaven is carbon-based and oxygen-breathing, it is built on dextro-amino acids. This places the turians in a distinct minority on the galactic stage; the Quarians are the only other known sapient dextro-protein race. The food of humans, asari, or salarisians (who evolved in levo-amino acid-based biospheres), will at best pass through turian systems without providing any nutrition. At worst, it will trigger an allergic reaction that can be fatal if not immediately treated.

Culture

While turians are individuals with personal desires, their instinct is to equate the self with the group,

and set aside personal desires for the good of all.

Turians are taught to have a strong sense of personal accountability, the "turian honor" that other races find so remarkable. Turians are taught to own every decision they make, good or ill. The worst sin they can make in the eyes of their people is to lie about their own actions. Turians who murder will try to get away with it, but if directly questioned, most will confess the crime.

Turians have a strong inclination towards public service and self-sacrifice, so they tend to be poor entrepreneurs. To compensate, they accepted the mercantile volus as a client race, offering protection in exchange for their fiscal expertise.

The turian military is the center of their society. It is not just an armed force; it is the all-encompassing public works organization. The military police are also the civic police. The fire brigades serve the civilian population as well as military facilities. The corps of engineers builds and maintains spaceports, schools, water purification plants, and power stations. The merchant marine ensures that all worlds get needed resources.

Government

The turian government is a hierarchical meritocracy. While it has great potential for misuse, this is tempered by the civic duty and personal responsibility turians learn in childhood.

Turians have 27 citizenship tiers, beginning with civilians (client races and children). The initial period of military service is the second tier. Formal citizenship is conferred at the third tier, after boot camp. For client races, citizenship is granted after the individual musters out. Higher-ranked civilians are expected to lead and protect subordinates. Lower-ranking citizens are expected to obey and support superiors. Promotion to another tier of citizenship is based on the personal assessments of one's superiors and co-rankers.

Throughout their lives, turians ascended to the higher tiers and are occasionally "demoted" to lower ones. The stigma associated with demotion lies not on the individual, but on those who promoted him when he wasn't ready for additional responsibility. This curbs the tendency to promote individuals into positions beyond their capabilities.

Settling into a role and rank is not considered stagnation. Turians value knowing one's own limitations more than being ambitious.

At the top are the Primarchs, who each rule a colonization cluster. The Primarchs vote on matters of national import. They otherwise maintain a "hands-off" policy, trusting the citizens on each level below them to do their jobs competently.

Turians enjoy broad freedoms. So long as one completes his duties, and does not prevent others from completing theirs, nothing is forbidden. For example, there are no laws against recreational drug use, but if someone is unable to complete his duties due to drug use, his superiors step in. Judicial proceedings are "interventions". Peers express their concern, and try to convince the offender to change. If rehabilitation fails, turians have no qualms about sentencing dangerous individuals to life at hard labor for the state.

Military Doctrine

Although they lack the brutality of the krogan, the skill of the asari, and the virtuosity of the humans, the turian military has formidable discipline. Officers and NCOs are "lifers" with years of field experience. Enlisted personnel are thoroughly trained and stay calm under fire. Turian units don't break. Even if their entire line collapses, they fall back in order, setting ambushes as they go. A popular saying holds: "You will only see a turian's back once he's dead."

Boot camp begins on the 15th birthday. Soldiers receive a year of training before being assigned to a field unit; officers train for even longer. Most serve until the age of 30, at which point they become part of the Reserves. Even if they suffer injuries preventing front-line service, most do support work behind the lines.

Biotics are uncommon. While admired for their exacting skills, biotics' motives are not always trusted by the common soldier. The turians prefer to assign their biotics to specialist teams called Cabals.

Command and control is decentralized and flexible. Individual units can call for artillery and air support. They make extensive use of combat drone for light duties, and practice combined arms: infantry operates with armor, supported by overhead gunships. Strategically, they are methodical and patient, and dislike risky operations.

Tradition is important. Each legion has a full-time staff of historians who chronicle its battle honors in detail. The oldest have records dating back to the turian Iron Age. If a legion is destroyed in battle, it is reconstituted rather than replaced.

The turians recruit auxiliary units from conquered or absorbed minor races. Auxiliaries are generally light infantry or armored cavalry units that screen and support the main turian formations. At the conclusion of their service in the Auxiliaries, recruits are granted turian citizenship.

Religion

Although turians have a strict moral code, their belief in individual responsibility means that the concepts of good and evil are simply the individual's choice between egotism and altruism in any given decision. They have no concept of "good" deities that encourage noble behavior or "evil" ones that tempt individuals to misdeeds.

Turians believe that groups and areas have "spirits" that transcend the individual. For example, a military unit would be considered to have a literal spirit that embodies the honor and courage it has displayed. A city's spirit reflects the accomplishments and industry of its residents. An ancient tree's spirit reflects the beauty and tranquility of the area it grows within.

These spirits are neither good nor evil, nor are they appealed to for intercession. Turians do not believe spirits can affect the world, but spirits can inspire the living. Prayers and rituals allow an individual to converse with a spirit for guidance or inspiration. For example a turian who finds his loyalty tested may appeal to the spirit of his unit, hoping to reconnect with the pride and honor of the group. A turian who wishes to create a work of art may attempt to connect with the spirit of a beautiful location.

Turians enjoy absolute freedom of religion and can practice whatever appeals to them so long as it does not impede anyone's ability to perform their duties. There are many practitioners of the asari "suarist" philosophy. Since opening dialog with the human Systems Alliance, some turians have embraced Confucianism and Zen Buddhism.

Unification War

At about the time the salarians and asari were forming the Council, the turians were embroiled in a bitter civil war. The Unification War, as it was later named, began with hostilities between the colonies furthest from the turian homeworld, Palaven.

These colonies were run by local chieftains, many of whom had distanced themselves from the Hierarchy. Without the galvanizing influence of the government, the colonies became increasingly isolated and xenophobic. Colonists began wearing emblems or facial markings to differentiate themselves from members of other colonies and open hostilities became common.

When war finally broke out, the Hierarchy maintained strict diplomacy and refused to get involved. After several years of fighting, less than a dozen factions remained and the Hierarchy finally intervened. By that time, the chieftains were too weak to resist; they were forced to put an end to fighting and renew their allegiance to the Hierarchy.

Though peace was restored, it took several decades for animosity between colonists to fade completely. To this day, most turians still wear the facial markings of their home colonies. As a point of interest, the turian term "barefaced" refers to one who is beguiling or not to be trusted. It is also a slang term for politicians.

Volus



The **Volus** are a member species of the The Citadel with their own embassy, but they are also a client race of the Turians. Centuries ago, they were voluntarily absorbed into the Hierarchy, effectively trading their mercantile prowess for turian military protection.

Irvine, their homeworld, lies far beyond the normal life zone of its star. However, the world has a high-pressure greenhouse atmosphere that traps enough heat to support an ammonia-based biochemistry. As a result, the Volus must wear pressure suits and breathers when dealing with other species as conventional nitrogen/oxygen air mixtures are poisonous to them, and in low pressure atmospheres tolerable to most species, their flesh will actually split open. Volus culture is tribal, bartering lands and even people to gain status. This culture of exchange inclines them to economic pursuits. It was the Volus who authored the Unified Bank Act, and they continue to monitor and balance the Citadel economy.

Vorcha



Although they resemble a mammal-reptile cross, the **Vorcha** have no terrestrial analogue. They are humanoid in form, but Vorcha have "clusters" of non-differentiated neoblast cells, like those of Earth's planarian worms. Damaged Vorcha cells mature into specialized structures to alleviate injury or stress. Transformations include thicker skin following injury, lung adaptation for barley-breatheable atmospheres, and stronger cardio-skeletal muscle under high gravity. Skull capacity and brain size do not change, and Vorcha rarely make more than one somatic overhaul.

Despite their advanced bodies, the Vorcha are overall unintelligent such as boasting about their plans to release the plague to Shepard on Omega and they have very limited lifespans to about 20 years of age.

Yahg



The **Yahg** are a race of massive apex predators from the world of Parnack whose rise to sentience in no way blunted their violent nature. A group of Yahg is unable to cooperate until a single leader has been determined through either social maneuvering or brute force, but no grudges are held once a Yahg establishes dominance. Former rivals serve their new superior's purpose with unflinching loyalty and relentless determination, a legacy of their origin as a pack species.

Their eight eyes are another sign of their hunter ancestry - all four pairs are geared toward tracking down and predicting the movements of prey. Sophisticated and keenly developed sensitivity to movement and light have made Yahgs masters at reading body language, regardless of species. Much to their short-lived chagrin, the Council's first contact teams discovered it was nearly impossible to lie to the Yahg.

The Yahg had technology equivalent to 20th century Earth standards when they were discovered by the Council in 2125. The Council's ambassadors approached the Yahg as friends and allies instead of subordinates, a baffling sign of contempt from newcomers on Parnack. The Yahg attacked when it became apparent that the alien diplomats stubbornly considered themselves sovereign people instead of new underlings. Parnack remains off-limits by order of the Council, which fears the Yahg's size, aggression, and obsession with control make them poorly suited for integration into the galactic community.

Minor Spoiler Alert

In Mass Effect 3, a Yahg can be seen in a test chamber in the Salarian research base when Commander Shepard must rescue Krogan females to secure an alliance with the Krogan race and have them aid in the battle to take back Earth.

In "The Lair of the Shadow Broker", Liara and Shepard encounter the Shadow Broker himself, who is a Yahg.

Previous Races

The Milky Way has existed for several billion years. In that time many races have forged civilisations that have risen to greatness to then become extinct (most likely due to the Reapers). Not much is known about these "Background Races" as only scant details have been found about only a handful of these races through artifacts and ruins.

Shops

Overview

Various **Shops** can be found throughout the galaxy, and/or accessed through the Alliance Requisitions Procurement Interface found in the Shuttle Bay of the Normandy.

Shops carry a variety of items including Weapon Modifications, Body Armor, Model Ships, Books, Flowers, and Candy.

Purchases are paid for using the galaxy's currency, the Credit.

Purchase made through the Alliance Requisitions Procurement Interface on the Normandy incur a 10% markup.

List of Shops

- Aegohr Munitions
- Elkoss Combine Arsenal Supplies
- Kanala Exports
- Kassa Fabrication
- Sirta Supplies

Aegohr Munitions

Overview

Aegohr Munitions is a shop located in the lower area of the Presidium Commons area of the Citadel.

Once you have visited the terminal at the Citadel, you can access the shop through the Alliance Requisitions Procurement Interface on the Normandy.

Items for Sale

- Capacitor Helmet
- Mnemonic Visor
- Pistol Scope
- SMG Scope
- SMG Heat Sink

Batarian State Arms

Overview

Batarian State Arms is a shop located in the Docks: Holding Area area of the Citadel, near Cargo Hold:C.

Once you have visited the terminal at the Citadel, you can access the shop through the Alliance Requisitions Procurement Interface on the Normandy.

Items for Sale

- Assault Rifle Piercing Mod
- M-13 Raptor
- M-22 Eviscerator
- Shotgun Blade Attachment
- Shotgun High Caliber Barrel
- Terminus Armor

Cipritine Armory

Overview

Cipritine Armory is a shop located in the lower area of the Presidium Commons area of the Citadel.

Once you have visited the terminal at the Citadel, you can access the shop through the Alliance Requisitions Procurement Interface on the Normandy.

Items for Sale

- Assault Rifle Extended Barrel
- Assault Rifle Precision Scope
- Phaeston
- Sniper Rifle Extended Barrel
- Sniper Rifle Piercing Mod

Elkoss Combine Arsenal Supplies

Overview

Elkoss Combine Arsenal Supplies is a Shop located in the Presidium Commons area of the Citadel.

Once you have visited the terminal on the Citadel, you can access it from the Alliance Requisitions Procurement Terminal on the Normandy.

Items for Sale

- Aquarium VI
- Cerberus Armor
- Pistol High-Caliber Barrel
- Shotgun Shredder Mod

Kanala Exports

Overview

Kanala Exports is one of the Shops where Shepard can purchase various goods.

Its terminal can be found in the Presidium Commons area of the Citadel. Once it has been visited it can also be accessed through the Alliance Requisitions Procurement Interface on the Normandy.

Items Carried

- Blood Dragon Armor
- Illium Skald Fish
- Koi Fish
- SMG Magazine Upgrade
- Sniper Rifle Concentration Mod
- Sniper Rifle Enhanced Scope
- Striped Dartfish
- Thessian Sunfish

Kassa Fabrication

Overview

Kassa Fabrication is a shop located in the Meridian Place Market in the Presidium Commons area of the Citadel.

Once visited, it can be accessed through the Alliance Requisitions Procurement Interface in the Shuttle Bay of the Normandy.

Items Carried

- Assault Rifle Magazine Upgrade
- Assault Rifle Stability Damper
- M-9 Tempest
- M-29 Incisor
- Model Alliance Dreadnought
- Model Alliance Fighter
- Model Alliance Kodiak
- Pistol Magazine Upgrade
- Pistol Melee Stunner
- Pistol Piercing Mod
- Rosenkov Materials Gauntlets
- Shotgun Spare Thermal Clip
- Sniper Rifle Spare Thermal Clip

Nos Astra Sporting Goods

Overview

Nos Astra Sporting Goods is one of the Shops that can be found in the Meridian Place Market in the Presidium Commons area of the Citadel.

Once it has been visited, it can be accessed through the Alliance Requisitions Procurement Interface in the Shuttle Bay of the Normandy.

Items for Sale

- Collector Armor
- Model Citadel
- SMG High Caliber Barrel
- SMG Ultralight Materials

Sirta Supplies



Overview

Sirta Supplies is a shopping terminal.

"Sirta is a non-profit organization dedicated to the medical needs of all sapient life". "All profits from sales go to help new medical research"

Locations

- Huerta Medical Center

Items Available

- Medi-Gel Capacity Upgrade
- Flowers
- Candy Assortment
- Book - Rumi: His Remembrance
- Book - Tear-songs of the Plains
- Book - And Love Fell
- Book - Among the Multitude
- Book - The Collected Alfred Tennyson

Spectre Requisitions

Overview

Spectre Requisitions is a Shop found in the Spectre Offices in the Citadel Embassies area of the Citadel.

In addition to expensive high level weaponry, some side quest items may be purchased through the terminal, saving Shepard from having to find them elsewhere, or allowing him/her to complete a side quest that might otherwise be closed.

Items for Sale

- Black Widow
- M-11 Wraith
- M-77 Paladin

Starships and Vehicles



Starships and Vehicles play a large role in the Mass Effect universe. They allow for Commander Shepard to journey from one planet to another to perform highly important missions. They are also used in Mass Relays to travel long distances quickly. There are several types of vessels that are used to travel through the galaxy in Mass Effect. Each **Systems Alliance** starship class follows the same naming process. Frigates are named after great battles of human history (Iwo Jima, Hastings, Agincourt, Normandy), cruisers are named after Earth cities (New Delhi, Tokyo), and dreadnoughts are named after mountains of Earth (Everest, Kilimanjaro). In Mass Effect 1 Shepard and his squad members were able to maneuver around planets surfaces in an all terrain type of vehicle named Mako, while also being able to travel around space in the SSV Normandy SR-1. In Mass effect 2, however, the M35 Mako was not used and the only vehicle presented to Shepard and Crew was the Normandy SR-2. From what can be seen in the Mass Effect demo, Commander Shepard will get an updated version of the Normandy, which seems to be under the property of the Alliance.

Starships and Vehicles

- SSV Normandy SR-1
- Normandy SR-2
- Collector Cruiser
- M35 Mako

Collector Cruiser



The Collector Cruiser is seen in the opening scene of Mass Effect 2 and is also visited and explored later in Mass Effect 2. This vehicle is massive and has a large capacity to carry many enemies including: husks, Collectors, abominations, scions, praetorians, and seeker swarms. This vessel is also capable of gathering and holding tons of humans. This ship is much larger than any other ship in the galaxy. It is made by Collector technology and design. It is engineered to be organic, yet consists of a metal structure system. The ship is very strong and can survive the transit through the Omega 4 Relay without damage. The structure of the vessel is similar to a hive in that it has many open areas and crevices. These cruisers are armed with large particle beams, that are capable of tearing ships apart (just as it tore apart the SSV Normandy SR-1). The weapon is able to desimate any barrier a ship has and can fire in rapid succession. This vessel can also detect stealth vehicles, such as the Normandy SR-2.

Toward the end of Mass Effect 2, Joker pilots the Normandy SR-2 against a Collector Cruiser, either destroying it or causing it irreversible damage depending on whether or not you decided to upgrade the Normandy SR-2 with better weapons.

M35 Mako



The **M35 Mako** is a ground based vehicle used by Commander Shepard and Squad Members in Mass Effect 1. This vehicle is air-dropped from beneath the SSV Normandy SR-1. Once the vehicle has landed on the planet surface, Shepard and crew are able to search the planet's surface for resources and mission objectives. The Mako included a mass accelerator cannon and a machine gun, allowing the driver to fire upon enemies and destroy objects. The vehicle has thick, heavy-duty armor, capable of withstanding great amounts of damage, harsh conditions, and temperatures. The vehicle can be repaired while in use. The Mako has a great suspension system allowing it to move over very rough terrain. It also has a jet propulsion system allowing it to launch itself several lengths in the air.

During the Mass Effect 1 story, Shepard used this vehicle numerous times while searching and investigating planets to get closer to Saren Arterius and learn more of his plan. Toward the end of the game, while on Ilos, Shepard drives the Mako through the conduit, forcing the Mako to be teleported to the Citadel. Unfortunately, the Mako was destroyed in Mass Effect 2 when the Collectors shot down the Normandy SR-1.

Normandy SR-2

Normandy SR-2



The **Normandy SR-2** is Shepard's main method of transportation across space in Mass Effect 2, and successor to Shepard's previous starship. This starship was commissioned and built after the SSV Normandy SR-1 was destroyed by the Collectors. Its construction was funded by the Illusive Man and the group known as Cerberus. Its basis was the Normandy SR-1, a cutting edge Systems Alliance ship. The Illusive Man took the old Normandy, and mimicked the design of its core and stealth capabilities, then included more comfortable crew quarters and other important features. It nearly weighs twice as much as the original Normandy SR-1.

SSV Normandy SR-1



The **SSV Normandy SR-1 (Systems Alliance Space Vehicle Stealth Reconnaissance 1)** is the first starship that Commander Shepard has in his command. The vehicle is named after the World War II Battle for Normandy, in 1944 on the beach of France. It is piloted by Joker, and is the property of the Systems Alliance. Shepard was given the use of this ship by the Citadel Council after Captain Anderson left for other purposes and Shepard was declared the first human spectre. This ship is Shepard and crew's base of operations and transportation vehicle. The ship featured a command deck, crews quarters, engineering and storage, and several tech gadgets. In the opening of Mass Effect 2, the Collectors fired upon and destroyed the Normandy SR-1.

Normandy

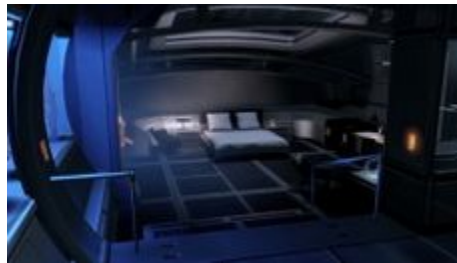


This page contains information about the **Normandy** SR-2 in Mass Effect 3. The Normandy in Mass Effect 3 is the successor to the SSV Normandy SR-1 from Mass Effect and the same ship, Normandy SR-2, from Mass Effect 2. The Normandy SR-2 has been upgraded by Cerberus technology and then further outfitted by the Alliance in Mass Effect 3. Click this link to see the video

<http://www.ign.com/videos/2012/02/28/mass-effect-3-a-tour-of-the-new-normandy>

A Virtual Tour of the New Normandy

Captain's Cabin



The Captain's Cabin features Shepard's Quarters. Here you'll find some fun, interactive toys like your Models collection (you can purchase Models and find them around the Normandy), your fish tank (you can purchase fish for in Shops) and a music player by your bed to listen to the game's soundtrack.

Perhaps the most interesting utility in the Captain's Cabin is the Armor Locker where you can change your casual wear that you appear in on the Normandy and your armor for Missions.

Combat Information Center



The Combat Information Center, or CIC, features the Galaxy Map, your main interface for exploring the galaxy and starting Missions and Side Missions.

Behind the Galaxy Map is a new area with the War Assets map and the Galaxy at War interface.

Also on this floor is Joker and the main bridge.

Characters That Can Be Found on This Floor

- Specialist Traynor
- Joker

Crew's Quarters

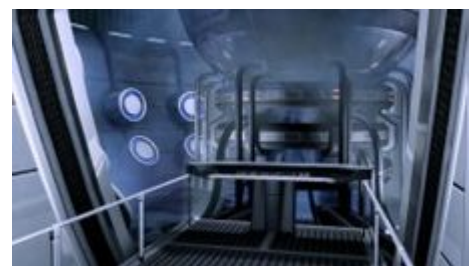


The Crew's Quarters includes a number of rooms where Squad Members reside, like Liara. Of note on this floor is the medical bay, which you can staff with a doctor.

Characters That can be found On this Floor

- Liara T'Soni

Engineering



Engineering contains the ship's engine room and some additional Squad Member quarters.

There is a cargo bay here where Diana Allers resides if you invite her onto the ship.

Characters That Can Be Found on this Floor

- Diana Allers

Shuttle Bay



The Normandy Shuttle Bay features a full armory and access to Shops. Here you can use a Weapon Bench to adjust your weapon loadout and add Weapon Modifications.

You can purchase additional Weapon Modifications at nearby terminals and even Weapon Upgrades, which level up your current weapons, making them lighter and more powerful.

The Alliance Requisitions Procurement Interface starts out with few options, but every shop you visit on the Citadel will add items to your terminal on the Normandy. Including Fish.

Characters That can be found On this Floor

- James Vega

Trailer Analysis

This page contains analyses of the various Mass Effect 3 trailers. Please accompany any comments with a time stamp. Wild speculation is welcome!

Female Shepard (02/10/2012)

Click this link to see the video

<http://www.ign.com/videos/2012/02/10/mass-effect-3s-female-shepard-in-action>

- **:15** - Captain Anderson talking about Shepard's past actions
- **:17** - The new Squad Member James Vega shows his face for a second.
- **:21** - The Scared Child from the E3 2011 trailer dies when the Reapers invade.
- **:21** - Shepard is talking about being grounded, and stripped of her title, which is a main Plot point of Mass Effect 3.
- **:24** - We see Shepard climbing a vertical wall in full armor -- a prime example of his/her strength and athleticism.
- **:26** - This shot features the so-called "Geth Dragons" from the other trailers. These are actually Harvesters, which have appeared in Mass Effect Books and in Mass Effect 2, briefly.
- **:28** - A missile just barely misses Shepard.
- **:29** - We see Shepard and an asari flying through a room. Note the oblivious salarian on his omni-tool (glitch?).
- **:37** - We see a large fleet of what looks like Alliance ships being led by the Normandy. Very similar to ME1 at the end of the game as the Alliance comes into battle via the relay.
- **:40** - This is the first glimpse of what Legion has been up to in this mysterious looking place. We can tell it's him because of the red stripe on his armor.
- **:42** - This is a shot of the Citadel Council on the Citadel. It looks like everyone is there including Ambassador Donnel Udina.
- **:44** - Multiple Asari are seen here. It appears that NPCs will assist with fighting alongside your squad for the first time in Mass Effect.
- **:45** - Jacob Taylor is shown in Mass Effect 3 for the first time. He looks exactly the same but he no longer is wearing the Cerberus logo on his outfit.
- **:45** - On the far bottom right of the screen, you can see a glimpse of the Cerberus logo. Could imply a mission into a Cerberus base with Jacob, or escaping one?
- **:46** - We see a ship landing here. It's the Cerberus Atlas mech we saw in an earlier trailer.
- **:47** - The ship crashing here is an A-61 Mantis Gunship. Introduced in Mass Effect 2, it can also be seen in the 2010 announcement trailer for Mass Effect 3 (with the attack on London).
- **:51** - We see Female Shepard with Liara and possibly Kaiden watching as the Reapers invade Thessia (the Asari homeworld).
- **:56** - We get a good look of Kaiden Alenko in gameplay footage.
- **:57** - We see Female Shepard using a new and very large weapon (probably the M-76 Revenant Light Machine Gun)
- **:59** - We get a good shot here of a character that may be Kai Leng from the novels. It was confirmed that he would be in the games, but we have not seen him until now.

- **1:01** - Here Shepard is on a mysterious planet, the earth is crumbling and she is carrying two weapons on her back. As the M8 Avenger Assault Rifle falls we get a look at the M-76 Revenant Light Machine Gun and the M-98 Widow Anti-Material Rifle on her back.
- **1:02** - We finally see Mass Effect 3's model for Miranda Lawson for the first time with Male Shepard and Liara. She is using biotics to push an unidentified human male out of a window. This man may be Miranda's Father.
- **1:05** - Here we see the Migrant Fleet of the Quarian race on flotilla ships attacking something. Some fans hypothesize that they're taking back their planet from the Geth, as we get a better shot of this same scene in the Integrated Storytelling trailer.
- **1:08** - Captain David Anderson reinstates Shepard and throws her her dogtags, another main Plot point of Mass Effect 3.
- **1:09** - We see a Harvester being blown to bits.
- **1:10** - We see Samara from the second game. She is seen in her post-loyalty outfit; it seems other returning characters are in their original outfits.
- **1:11** - Shepard stomps on one a Husk causing a bloody execution animation to play. This is some of the goriest content we've seen in a Mass Effect game.
- **1:12** - This was seen in an earlier trailer, but in the background we can see a Thresher Maw attacking.
- **1:13** - Shepard dodges a blast from a Reaper while holding a New Orbital Strike Weapon and finally she uses it to drop an orbital strike on the enemy. We also see the M-76 Revenant Light Machine Gun, the M-98 Widow Anti-Material Rifle, and the Arc Projector (heavy weapon) on her back.

Ruthless and Intelligent Enemies (02/09/2012)

- **:10** - The character shown here is Kai Leng from the novels Mass Effect: Retribution and Mass Effect: Deception. This character was revealed in the May 2011 issue of Game Informer. This is confirmed from The Art of the Mass Effect Universe book. Here we see a Cerberus logo on the character and arms that seem to be enhanced.
- **:11** - An Engineer deploys a Sentry Turret
- **:18** - This shot shows a new enemy type Cerberus Guardians, who display shields.
- **:19** - For the first time we see what looks like a new, Reaper-infected Turian, similar to the Husks.
- **:20** - This is the Brute enemy, which is a Reaperized Krogan/Turian hybrid. This has been confirmed by Bioware. It is not a Yahg.[1]
- **:23** - Here we see a Turian and a human who seem to be with the Alliance, the Turian throws a grenade killing a group of husks.
- **:25** - We see some Husks being blown up by a grenade here.
- **25** - We see what looks like the Mako supporting ground troops
- **:26** - Here we see another mysterious Ninja character. The armor looks slightly different than what we saw the sniper wearing, but that same logo is again on the arms of this character. The flying sac characters were seen in the first level of the original Mass Effect.
- **:29** - The Geth have returned and seem to be angry. They look a lot different than in the last games. Perhaps they've upgraded or they are new Geth that came with the Reapers.
- **:30** - This new enemy type appears to be a female Reaper-infected Asari Husk. This enemy is called a Banshee, and some new enemies with gas sacks below them that we've never seen

before. There are also two new enemy types with her that look like variations of the Vorcha. A Reaperized-version of the Gas Bag creatures we saw in the original Mass Effect can be seen here.

- **:33** - A massive army of Cerberus agents is chasing after Female Shepard. Included in the group is the walking the Cerberus mech called the Atlas.
- **:36** - The enemy shown here is called an Cannibal, a husk made from batarians.
- **:37** - Again we see the Turian but also shown is a Brute husk, which may be a Reaper-infected Krogan.
- **:38** - The Geth return and are attacking Shepard.
- **:39** - The Harvester, a dragon-like creature from Mass Effect 2, appears here. They sent the Klixen into battle during Grunt's loyalty mission and on Tarith during an N7 mission, this Harvester looks to be a Reaperized Husk.
- **:40** - Reaper-infected Rachni husks are shown here, but they look like they've been combined with Gas Sacks.
- **:42** - Many Reaper-infected races are shown here. The Krogan is not Wrex, because this is an enemy trailer, and he has no scar. It also is not Grunt as he does not have the same hue or face shape as Grunt. The Krogan does resemble Urdnot Wreav, who is Wrex's brother and takes over if Wrex is killed in Mass Effect.
- **:43** - The Krogan that is being chased by the Rachni has a Cerberus logo Shotgun seen when pulling off the still unknown bug.
- **:43** - The unknown bug could be an infected and modified Rachni worker or Space Beetle.

Adrenaline-Pumping Gameplay (02/09/2012)

- **:9** - This is a shot of the Origin pre-order exclusive gun, the AT-12 Raider.
- **:12** - We see Shepard at the Prothean site on Mars.
- **:14** - An on-rails gunship scene - a first for the Mass Effect series.
- **:17** - This enemy is called a Brute.
- **:18** - You can see a Biotic Charge in action here, but it seems greater distances can be traveled
- **19** - Head-popping scene. Gory body deformation on organics is new to the Mass Effect series. Husks were able to be blown in half in Mass Effect 2.
- **:20** - Different types of grenades are shown here. the names of the grenade types have not been revealed.
- **:25** - shepard rolling through cover holdin a sniper rifle with a heavy ressemblance to the M-98 Widow
- **:30** - We see Shepard avoiding Reaper fire during the mission on Tuchanka, holding the M-300 claymore.
- **:31** - This appears to be another view of the fight between the Husk version of the Harvester enemy and a gunship.
- **:33** - Shepard directly (or at least somewhat directly) battles a land-based Reaper.
- **:34** - This shot confirms the return of the M-451 Firestorm.
- **:36** - The Adept's Melee attack.
- **:38** - We get a good look at the new N7 Defender Armor and N7 Valkyrie Assault Rifle available from Gamestop preorders.
- **40** - we see an enemey that is the same race as the shadow broker, a yahg, going after shepard

Integrated Story Telling (02/09/2012)

- :13 - We see a child for the first time in the series in Mass Effect 3.
- :17 - David Anderson is in Alliance military/combat gear along with troops of various races.
- :19 - This is a new, unnamed insect-type enemy.
- :21 - We see the Alliance fleet attacking a large number of Reapers.
- :24 - A quick glimpse of the Quarian Migrant Fleet attacking the Geth, possibly an attempt to take back their homeworld. This may be a major Plot point in Mass Effect 3.
- :25 - This scene may indicate real-time battle scars.
- :26 - A large scale battle between what looks like Alliance ships against the Reapers.
- :32 - Here Ashley Williams is shown aboard the Normandy along with unidentified Alliance soldier (Vega in standard armor?), possibly on Earth during the initial attack.
- :37 - Is this Conrad Verner or Captain Bailey (C-Sec captain from Mass Effect)?
- :40 - This is the first game where Shepard is thrown into a firefight without armor. Can probably only carry one weapon during this segment. Other armor advantages, like kinetic barriers and stat percentage increases, are most likely absent during this segment as well.
- :48 - This is an attack on the Human Defense Committee ;at the beginning of the game, probably after they've grilled Sheperd over his past actions.
- :56 - This is a different Biotic Barrier, similar to the one used in part of the Suicide Mission in Mass Effect 2.
- 1:01 - The mission seems to take place on the Asari homeworld of Thessia. This also shows Asari in more of an organized manner than in Mass Effect 1 and 2, where any Asari encountered were mercenaries, commandos, or Matriarch Benezia.
- 1:05 - The conversation selection wheel is the same with paragon choices on top and renegade on the bottom. The only change is the color scheme, which is now blue to match the Alliance just like ME1.
- 1:38 - Turian Husks and Rachni/Sack Husks.

Build a Customizable Arsenal Trailer (02/09/2012)

- :13 - Picking weapons off dead bodies is a new feature in Mass Effect 3.
- :13 - Shepard picks up an M8 avenger which appeared in Mass Effect 2, but if you look closely the gun which had a scope on top in Mass Effect 2 no longer has one, which suggest you must now attach it at a workbench.
- :17 - Many types of armor return from previous games: Including the Inferno Armor from Mass Effect 2, the Terminus Armor, the Collector Armor, and the classic N7 Armor and it's customization options. Choosing colors for armor is more user-friendly, as users will be able to see colors before applying them, compared to Mass Effect 2. At the same time, color customization is more varied than Mass Effect 2, with a greater amount of colors being used on one set of armor.
- :23 - This is the Kingdoms of Amalur Crossover Content Reckoner Knight Armor
- :29 - Several returning weapons are shown here: The M-15 Vindicator battle rifle and the M-76 Revenant Light Machine Gun.
- :36 - There will be a workbench-style upgrade system on the Normandy.
- :38 - These are the new weapon loadouts for the Campaign. This will also be available in

Multiplayer. We also see a weight readout for the weapon, another first for the Mass Effect series -- the weight of equipment has a minor affect on recharge speed.

- **:44** - High caliber barrel attachment applied to a pistol showing stat changes and description. Also of note is the remade Paragon/Renegade meter, with only one being used compared to Mass Effect 1 and 2.
- **:45** - This is how the new upgrade system works with weapons.
- **:48** - All of the character classes are revealed including the Adept, Soldier, Engineer, Sentinel, Infiltrator, and Vanguard. We also see different Races being assigned and unlockable to each class.
- **:50** - The customization options are shown for multiplayer.
- **:52** - Color of multiplayer characters is fully customizable & seems to have more aesthetic options with higher level characters.
- **:53** - It appears that different powers will be unlocked and customized, up to 3 will be equipped at a time. Credits will be used to purchase new weapons and equipment. It appears up to 6 weapons can be chosen from.
- **:57** - Possible drop in/out multiplayer.