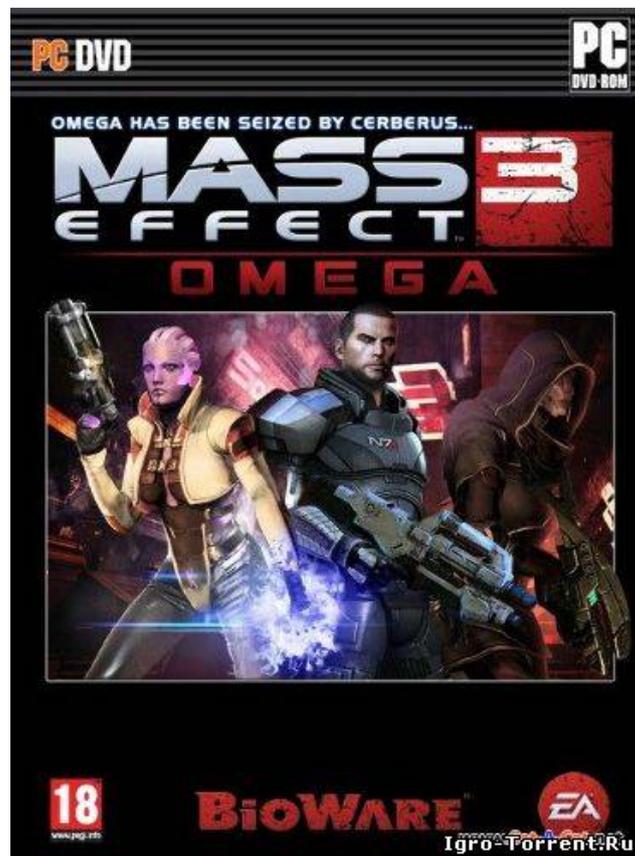

Mass.Effect.3.Omega.DLC-RELOADED Free Download



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A complete, community-created update to the original Mass Effect 3's DLC. This mod was created with the intention of supporting the development team's work. If you have any suggestions for improvements, please leave them in the comments below. Be warned: this mod may or may not contain all of the changes to the ME3 DLC you have been missing. If you want to download the full installation of the DLC and feel like playing Mass Effect 3 without an internet connection, go here. If you want to play the game without the Citadel DLC, go here. If you want to start at the beginning and play all the way through, go here. Once you're ready, press "SKIP" to advance to the mission files. Installation This mod is made with a custom installer that should work fine on all platforms, but it is very strongly recommended to use the "vanilla" method for an extremely "up-to-date" installation experience. For those unfamiliar, here's a brief summary of how to install. Once you've unzipped the files into your Documents\BioWare\Mass Effect 3\Binaries\Win32 folder, open up the Install.bat file and run it. You will be asked to confirm you want to overwrite all existing data, and then the mod will install itself into your game. There is a batch file included with the mod that can be used to uninstall, should you ever wish to do so. Instructions to download the installer can be found in the readme.txt included in the zip. Citadel Multiplayer Improvements:- Add a 'cooldown' mechanic to deal damage and gain extra power while the target is downed.- Add additional damage, heat, and overall health to armor.- Add an entire new weapon, the 'Citadel Plasma Gun.'- Add new audio to the base weapon's and all the new weapons.- Add a new skill to the base weapon, 'Power Drain.'- Add new armor to the base armor set. Citadel Tech: This mod changes a few critical elements to allow for the new changes to the game, such as the armor mechanics. - Heal instead of Provoke. - Base power drained instead of power charge. - Heat based on armor instead of health. - Overhauled kill animations and new kill sounds.- Fire storm effects. - Power Drain can be used on the Ground to inflict Heat. - Light damage and heat are applied via Armor/Heat added 82157476af

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