



Mass Effect: Invasion

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Mass Effect 2 & *3* lead writer Mac Walters returns with an essential story from BioWare's massively anticipated video game *Mass Effect 3*!

The Omega space station is the center of lawlessness in the galaxy, a den of vice ruled by the deadly asari Aria. It is also a strategic foothold in a galaxy-wide power struggle, and when the station comes under attack from a new threat unleashed by the humanity-first organization Cerberus, Aria is forced to become more ruthless than ever to protect her home—and her dominion!

* An essential lead-in to the most anticipated game of 2012!

* Over 7 million games sold!

* Includes a story from Mac Walters previously only available online!

"The book stays true to everything we know and love about the *Mass Effect* games." —VGChartz

Mass Effect: Invasion Details

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Author : Mac Walters , Omar Francia (Illustrator) , John Jackson Miller (Scripter) , Massimo Carnevale (Cover Designer)

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From Reader Review Mass Effect: Invasion for online ebook

Paige says

Did I like this one the most because it featured so much of Aria? You better believe it! Aria is the best character in the game. And this makes so much more sense now reading this and thinking about what happens in Mass Effect 3. Aria is literally the coolest. The blood pack and the blue suns uniting under her reign to take back Omega. Also I hate Cerberus so much. I don't get why they think they're so much better than all the other life forms when they came to the relays so much later (I was going to use the idiom late to the game but I didn't want to make it confusing). I just want to punch the Illusive Man in his glowy eyed face especially for what he did to my girl Aria.

João Jorge says

“Mass Effect: Invasion” is a great comic which no fan of the rich universe created by Bioware should miss. As you may know this is the origin of the story which culminates in the Omega DLC for “Mass Effect 3” and it details how exactly Cerberus got control of Omega and defeated Aria T’Loak, its leader. We are also introduced to Oleg Petrovsky, a cunning and highly intelligent agent of the Illusive Man and the DLC’s main villain. Oleg along with Aria of course, is the main draw of this comic. He is not your typical villain but a somewhat complex character who truly believes he is acting for the greater good. He is also an honorable soldier and his relationship with Aria is one of mutual respect and close to a mutual admiration. Unfortunately this was lost in the DLC where the story is so thin and his character so undeveloped you’ll hardly recognize the military mastermind presented in this comic. The story is interesting, with a new “reaper” enemy introduced and the writer truly captured Aria’s personality from the games. Again, unlike the DLC, this is the Omega you know and love from ME2, with the gangs, Afterlife and even Anto, Aria’s batarian bodyguard. The art is good, with beautiful drawings and very good use of color. All the different races are drawn exactly like in the games and the various locations of Omega are reproduced with magnificent detail. Although the other comics may offer stories with more “weight” on the greater picture of the trilogy, with details of the Illusive Man’s past or Liara’s rescue of Shepard’s body this is my favorite ME comic by far. Aria is just a great character and the book is filled with fun space battles, great action sequences and a satisfying ending. It’s a shame the DLC did not follow up on this great “half” of the story of Omega’s invasion but still this is a book that as a fan you must own! Buy it!

Tobias Ehrler says

Now I'm a big fan of the Mass Effect series. So I was curious to fill this gap between the ME2 and ME3 games.

Invasion is an action-packed story with some great artwork.

Why am I not enthusiastic then? It's mainly because of plot and narration.

Since Invasion was originally released as a series of comic books you had to have a cliffhanger at the end of every episode to keep people interested. Then at the start of the next episode you'll have a few sentences to recap what happened. When reading it now as a single volume that gets a little bit annoying because it's not necessary.

My main point is about how confined and restricted the plot feels. It's no wonder since starting and ending point are very rigid. On top of that, the plot could not have any impact on or reveal any details of any of the major Mass Effect plot lines. For those players who (like me) did not read this book before playing ME3 the game also had to give enough details to understand this subplot of ME3 and the Omega DLC without the book. So, I can literally feel this little piece of writing struggle to add something new to all that and tell an interesting story despite these restrictions.

You could say it does reasonably well given the circumstances. But why was that necessary at all? We don't need to see everything in pictures. Alternatively, the story could have been told just as well in a two to three-minute animation in Mass Effect 3 or the Omega DLC to give the player some impressions. The book is of no interest to anyone except players anyway. But, no, they needed to go and expand the franchise ...

Nikki says

I received this to review through Netgalley. I couldn't resist requesting it -- I haven't read the other Mass Effect graphic novels or books, but I've played Mass Effect and Mass Effect 2, and I'm partway through Mass Effect 3, and Aria is a character who has always intrigued me. This book fills in the gaps a bit, showing a person who is passionate about her leadership, protecting her people -- as little as she pretends to care, she's ready to come through for her people and do everything necessary.

The art is great -- easily distinguishable characters, despite the difficulty in making aliens of the same race distinguishable from each other -- and the story fills in some gaps about what Cerberus/the Illusive Man are up to, and the lengths they're willing to go to.

If this is the quality of all the Mass Effect spinoffs, I'm going to get hold of them as soon as I can.

This Is Not The Michael You're Looking For says

A graphic novel which takes place between the 2nd and 3rd Mass Effect computer games, this tells the story of a battle over Omega between Aria and Cerberus. Like the other graphic novels in the series, it lacks any particular depth, but rather gets the plot out in a workman like fashion. The art style was a bit overdone and the text was particularly hard to read at times (this may be due to the eBook version of the ARC which I read). Still, it explains in a bit more detail changes in the galaxy's political structure which took place between the two games.

Samuel Rodríguez says

Este comic trata los hechos anteriores al dlc 'Omega' de *Mass Effect 3*, contando cómo se llega a la situación que nos encontramos en el juego.

A diferencia de los otros comics que he leído de la saga, éste mejora en el dibujo (aunque sin llegar a ser nada especial) y en cierta medida se hace entretenido de leer. Sin embargo, sigue adoleciendo de personajes y diálogos con la profundidad de una película de Chuck Norris y, lo que menos me ha gustado, es su incoherencia con lo que ocurre en el juego. Como por ejemplo, que la personalidad de Oleg Petrovsky sea totalmente opuesta a la que tiene en *Mass Effect 3* (lo único que tiene en común es que va de erudito por la

vida) o que Aria sepa cosas que en realidad no descubre hasta que suceden en el dlc 'Omega'.

Por desgracia, aunque ha tenido una leve mejoría frente a los anteriores, sigo sin poder decir que haya un comic de *Mass Effect* que me guste.

Syahira Sharif says

Okay, I've considered that Renegade interrupt... the General was effing annoying. Next time.

Caleb "PlagueWind" says

The third of the Mass Effect graphic novels which takes place between the second and third game. I thought the story wasn't too bad. It focuses mainly on Aria T'Loak, the queen of Omega, and takes place fully on Omega. Cerberus, the human supremacist group, is the main antagonist here. Without revealing too much of the plot I will say that it starts with Cerberus bringing something to Omega that spirals out of control and will show what lengths Aria will go to to keep Omega. So overall it is a good story though I'm not sure how much it adds to the lore since it is a self contained story.

Angela says

4.5*

A very fun and detailed comic that fills in gaps between Mass Effect 2 and Mass Effect 3.

The artwork was fantastic and a great tie-in to the games, expanding the universe and exploring the back story of Aria T'Loak. The comic also provided hints to a possible DLC, which is never a bad thing.

The only negative thing to say about this is that I do not find the digital format to quite suit comics, resulting in some of the panels being confused, but that is just me nitpicking.

An advance reader copy was kindly supplied by the publisher through Netgalley.

Matthew Ciarvella says

The Mass Effect graphic novels continue to be interesting, though like book two, I don't feel like these are essential reading. The first book set an incredibly high bar with its focus on what happened to Commander Shepard between the prologue of Mass Effect 2 and the main story. It also focused on Liara, one of my favorite characters, and it was just a great story to boot.

This book focuses on Aria and how she lost control of Omega Station, which is something that becomes a sidequest focus in Mass Effect 3. And while Aria herself is an interesting character, the line this story has to follow is basically a tightrope. There's very little room for deviation. We know Aria's going to lose the

station. We know we'll help her take it back. It makes it hard to really feel invested in the struggle. This might also be due to a general 'meh' feeling that I have towards Omega itself as a plotline, as the Omega downloadable content (DLC) missions were fairly lackluster.

Still, although this book doesn't excel, it's good as a straight-up comic book tale of kicking ass and cool battle art. I really love how biotics are depicted in the comics; even with the hard sci-fi approach that the Mass Effect universe takes, biotics are shown as these incredibly cool space wizards. It's also been one of my laments about the game narrative, that it can't be more of a plot point if my Commander Shepard is a biotic (which he always is).

In conclusion, we have a solid, serviceable story, but one that won't go on to impress. It doesn't meet the high bar set by its first predecessor, but there's nothing here that's absolutely wrong either, the way the novel "Mass Effect: Deception" was so horrifically flawed. That's one of the fascinating things about the Mass Effect story universe; its tie-in materials have ranged from the amazing to the awful. "Invasion" falls solidly in the middle, and so I don't mind telling diehard Mass Effect lore aficionados to give it a look even as I tell more casual fans that they're safe giving this one a pass.

Brian Taylor says

Comics, as a medium, really shine when you can expand upon a universe like Mass Effect. Minor characters can take on a life of their own like Aria does in Invasion. Do I even need to mention the fantastic artwork? If you love Mass Effect, then you'll love this graphic novel too. Pick it. You won't be sorry.

Jake says

A story centered on Aria, Omega, and Cerberus being dicks, just a great formula.

Aria is one of the most interesting NPC's you meet during the Mass Effect franchise, and her iron grip on Omega in many ways defines her as a person. This story explores Aria's role in Omega, but not just as a gangster, but as a leader.

I also love how this story is juxtaposed against the introduction to the Illusive Man's background, as it shows just how far he fell, even in prioritizing human life.

Great action, awesome artwork, and a great cast of characters, well worth a read.

Michelle (In Libris Veritas) says

This is certainly one graphic novel I'm going to try and find when I get the chance, it's worth owning and re-reading.

It's no secret I'm a big fan of Mass Effect and any chance I get to find out more from that series I take it without hesitation. This book gives you some insight on Aria T'Loak of Omega's situation after the 2nd game, which if you haven't played the 3rd game will definitely make you super curious as to what's going on in a larger sense.

Seeing as I have played the 3rd game I know exactly what's going on and when it takes place, and it doesn't detract from it at all. Seeing as Aria mentions this particular storyline in the game it's kind of one of those great "ah-ha" moments where you get to fill in the blanks.

I also loved the mentions of Earth history, kind of cool considering they are so advanced and wrapped up in their own problems you would think they've forgotten all about it.

The mini-comic in the back about James is also pretty cool. It's set farther back in the story though, but it's still nice to get some extra info. I didn't quite get why he freaked out in the beginning but other than that it was pretty good for something so short. Kind of like a teaser really.

Great artwork and great story, I definitely look forward to more.

I received this from Dark Horse and Netgalley in exchange for an honest review.

Melanie McCullough says

It's no surprise that I thought this one was awesome. I love Mass Effect. I love everything to do with Mass Effect. I play it more for the character interaction and amazing story line than anything else. And Aria T'Loak is a character that I enjoyed while playing the game. So when I saw this baby appear on Netgalley I knew I had to have it.

I played Mass Effect 3 prior to reading Invasion, so I knew from conversations with Aria that something had happened to her control of the Omega space station. However, it was never made clear exactly what transpired. This is where Invasion comes in. It fills in the gaps between the end of Mass Effect 2 and the point where you encounter Aria in Mass Effect 3.

I loved seeing a story from Aria's point of view. She is definitely an intriguing character and Invasion gives the reader or gamer a little bit of insight into her character. I don't know much about art, but I'm a comic book and graphic novel fan and the art work in Invasion was incredible, staying true to the characters and alien races I've come to know and love through playing the video game. I also enjoyed seeing Omega. I love Omega by the way. I was poisoned there once by a Batarian. Ah, good times.

Overall, an amazing read and a great tie-in for those who love the Mass Effect games as much as I do.

Alex Jones says

I read this pretty much at the same time as playing through the 'Omega' DLC for Mass Effect, which this is a prequel to (although note this does also take place before Aria's small part in ME3), which was a nice idea as it meant everything going on in the DLC felt relevant to the graphic novel. Really enjoyable story, especially if you're an Aria fan like myself, although not sure how much sense this would make for someone who hasn't played Mass Effect 2. The characters felt like they did in the video game and the antagonists were suitably complex and interesting, especially General Petrovska who felt a little one-dimensional in the DLC. My only complaint is that it felt like towards the end the writers suddenly realised they had to change how the plot of the novel got from where it was to where the plot of Omega begins in Mass Effect 3 and this felt a touch out-of-character, but it wasn't overly so. In counter-balance the art was FANTASTIC. Fresh, vibrant, detailed, a

lot of the pages looked incredible and I was really impressed with them. Recommended for any Mass Effect fan :)
