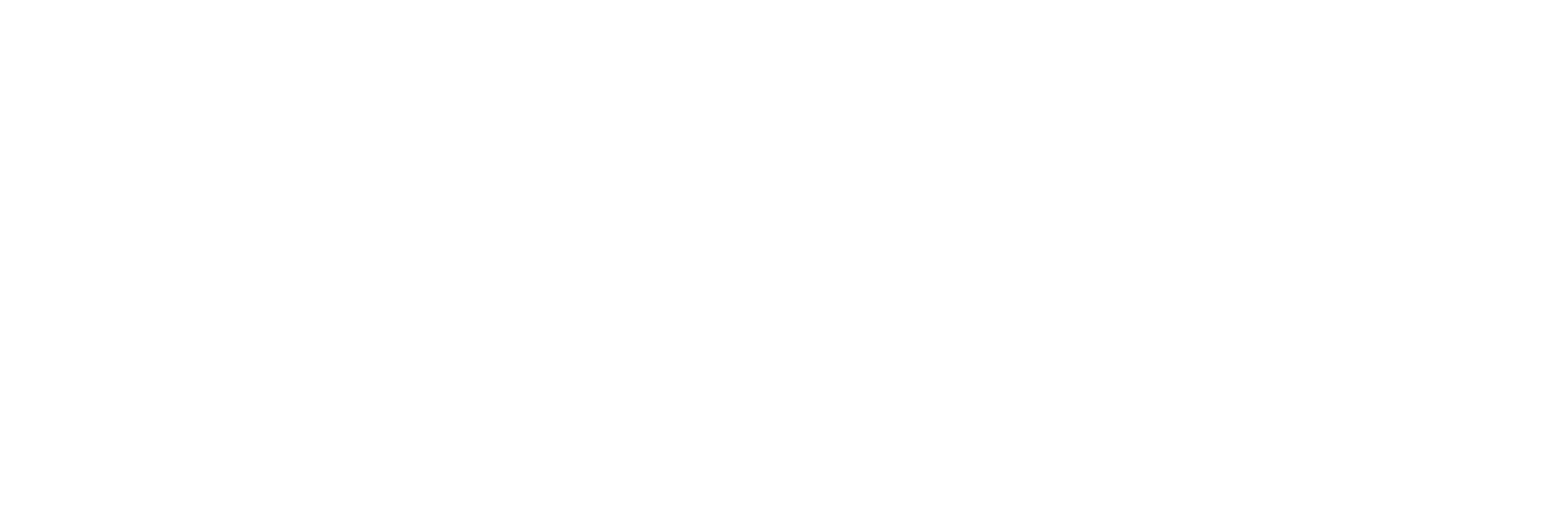


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On this page of the Mass Effect 3 game guide you'll find the walkthrough for the Citadel's minor side quest - Target Jamming Technology. This walkthrough explains, among other things, where to find the console with the jamming tower data and where to eavesdrop on a C-SEC officer's conversation about the technology. Received from: none [Rannoch: Crash site] or C-SEC officer [Citadel: Presidium Commons] Unlocked by: You will be able to start this mission while completing Rannoch: Admiral Koris main quest or while visiting the Citadel after Priority: The Citadel #2 main quest. This quest can be activated in two ways. The first one implies exploring [Rannoch: Crash site] as a part of Rannoch: Admiral Koris main quest. You must make a stop after you've reached the second (left) anti-aircraft cannon. Get rid of all the geth and then explore the area to find a large console with jamming tower data (screen above). Notice - The crash site cannot be returned to further on in the game. The second option is to overhear the C-SEC officer's conversation during one of your visits to the Citadel after completing Priority: The Citadel #2 main quest. The turian is standing in the Apollo Café in [Citadel: Presidium Commons] and you'll find out that he is trying to obtain a target jamming technology developed by the geth. Give the data to the C-SEC officer in order to finish this quest. Notice - If you've missed the console with the data during Rannoch: Admiral Koris main quest, then you can complete this mission in an alternative way by going to the Spectres office located in [Citadel: Citadel Embassies] and purchasing the data with credits. Prizes for completing the mission: [30 EXP][1000 credits]War asset [Citadel Defense Force] Citadel: Target Jamming Technology is a Side Mission in Mass Effect 3. Citadel: Target Jamming Technology is about a C-sec officer that needs a new technology to prevent future attacks. Side Mission are secondary quests in Mass Effect 3, that are not mandatory to progress the game's story, but provide context and flavor by meeting interesting NPCs of all kind of Races, granting additional experience, and letting the player visit extraordinary and unique planets. How to unlock Citadel: Target Jamming Technology You have to complete Priority: The Citadel II first. You have to eavesdrop on the conversation that the Turian C-Sec Officer is having over his comm unit in the Presidium Commons. Citadel: Target Jamming Technology Walkthrough During, look for the Jamming Tower Data at the terminal on the right side wall of the left AA Gun setup, while exploring the AA Gun Control Facility. If you did not manage to obtain the data while completing the Mission, you can purchase it at the Spectre Requisitions for 1000 Credits. Head back to the C-Sec officer to complete the Mission. Enemies found on Citadel: Target Jamming Technology Citadel: Target Jamming Technology Notes & Tips This page of IGN's Mass Effect 3 wiki guide is all about your third excursion to the Citadel, including picking up and completing Side Quests. Notably, this page is intended to be done immediately after the conclusion of Priority: The Citadel 2 when you arrive in Commander Bailey's office. You can technically skip most of this, however we highly recommend visiting Thane in Huerta at the very least.At this point, Commander Bailey will have a whole new set of replies to the Investigate topics in light of the Cerberus Coup. Udina's betrayal and the Reaper War getting worse. Exit out of Commander Bailey's office and head left to the balcony at the end of the hallway. In the right-hand corner is a Turian C-Sec Officer talking on his radio: listen to him to pick up the Citadel: Cerberus Ciphers Side Mission. Now turn around and head towards the elevator exit. As you do you'll pass by an Asari at the railing in dark armor with a waveform hologram above her arm. Listen to her and you'll pick up the Citadel: Reaper Code Fragments Side Mission. Head to the Presidium Commons and head up the stairs on your left out of the elevator. At the top, look for the Asari on the right-hand couches: listen to her and you'll pick up the Athena Nebula: Hesperia-Period Statue Side Mission. Look for the Angry Accountant Volus in the opposite corner from the Asari described above. If you've been following our Search and Rescue suggestions, you'll have the Book of Plenix and can hand it to the Volus for 15,000 Credits and raise the EMS of the Citadel Defense Force War Asset. If you don't have the Book of Plenix, you can find it on planet Irune, the second planet of the Ari system in the Aethon Cluster. In the back-right corner of this area you can find a Bank Teller arguing with a Salarian who wants to cancel his account before fleeing the Citadel. Simply talking with the Bank Teller will give you +2 Reputation and raise the EMS of the Citadel Defense Force War Asset. Now head back down the staircase and down the long hallway towards the Apartment area. As you do you'll pass by a human woman talking with a Turian about a wounded Batarian down in the Docks: Holding Area, who is allegedly a known terrorist. This unlocks the Citadel: Wounded Batarian Side Mission. Next make a U-Turn into the Apartment area and up the right-hand staircase. At the top you'll find a Salarian talking about getting the Krogan new mounts to help combat the Reapers, unlocking the Citadel: Kalkiosaur Fossil Side Mission. Next head down to the Apollo Café, which is where you found Matriarch Aethyta previously. To the left side of the bar is a Turian examining damage on a vending machine: this will give you the Citadel: Target Jamming Technology Side Mission. On the right-hand side of the Apollo's Café bar is a Frustrated C-Sec Officer and a Frustrated Café Owner, arguing over whether the C-Sec Officer is allowed to look at the surveillance footage of the café. If you support the Café Owner you raise the EMS of the Citadel Defense Force War Asset, whereas if you support the C-Sec Officer, you lower it. Either one will give you +2 Reputation. Head to the stairs that lead down to the lower shops, but instead walk a bit past it to find a man in white on the right-hand benches. Listen to him speak to pick up the Hades Nexus: Obelisk of Karza Side Mission. Now take whichever route you prefer to get to the Aeghro Munitions store on the furthest end of the Presidium Commons relative to the elevator. Here you'll find a Worried Merchant and an Angry Merchant arguing about whether they should sell mods more freely to civilians to help protect the Citadel. Support the Worried Merchant on the left for +2 Paragon Points, or the Angry Merchant on the right for +2 Renegade Points. From the Aeghro Munitions storefront, head right up the stairs, where you'll be called to by an Officer Noles in the corner. Talk to her and you'll begin the Citadel: Batarian Codes Side Mission. Your first stop for it will be at the Citadel Embassies, which we'll do further down this page. Now head inside the room where you did part of the Aria: Eclipse Side Mission earlier in the game: this is a C-Sec Outpost. Here you'll find two arguing C-Sec Officers on the right-hand couches arguing how to best handle crime prioritization. Support the Patient C-Sec Officer for +2 Paragon Points, or the Angry C-Sec Officer for +2 Renegade Points. Outside the C-Sec Outpost you can find a Salarian in white named Sella. Talk to him to hand in and complete Citadel: Heating Unit Stabilizers, which you picked up during the N7: Cerberus Fighter Base Side Mission on Noveria. If you missed it, you can buy it from Spectre Requisitions. Hand it in, and you'll get 30 XP, 1,000 Credits and raise the EMS of the Salarian Third Fleet War Asset. Continue up the next flight of stairs and you'll find a man and a woman talking about someone who has killed, and is currently in custody at a C-Sec Outpost. Attempt to talk with them, and it'll be revealed that they're to distract someone who is already in the outpost. Return to the outpost ans talk to Captain Aaron Sommers on the couch to the left of the doorway. Here he explains that his target, a former member of the Alliance military, has managed a plea bargain by providing Cerberus intel in exchange for a shorter sentence, but Sommers feels that's too good for him and intends to kill him. Feel free to ask "Why is murder justified?". Here's what your four options do: The "You're better than this Charm" will convince Sommers that his actions would also be defiling the uniform, earning you +5 Paragon Points. "Walk away" will have Shepard point out that Sommers would be arrested for the murder, which is enough to dissuade him and earn you +5 Paragon Points. The "Let me do it legally" Intimidate has Shepard invoke their Spectre status to legally sanction Sommers killing the Cerberus agent, earning you +5 Renegade Points. "Go ahead" has Shepard lead the other way from Sommers, earning you +5 Renegade Points.Whichever option you pick, you'll also get 210 XP and 5,000 Credits for completing the Side Mission. Continue up the stairs again to the balcony at the top, where you can find a human C-Sec Officer talking about trouble regarding leftover Cerberus turrets around the Citadel, which unlocks the Citadel: Cerberus Automated Turret Schematics Side Mission. The item he needs is something you should have already picked up in the Tuchanka: Bomb Side Mission, but if you missed it, you can buy it at Spectre Requisitions. Talk to the officer to hand it in for 30 XP, 1,000 Credits, +5 Reputation and raise the EMS of the Citadel Defense Force War Asset. Next we'll visit the Spectre Terminal to tend to a couple of things. It'll be the middle console inside the Spectre Office. First, Authorize the "Batarian Access Codes" item to continue Citadel: Batarian Codes. Read "Location for Batarian Patient" to continue Citadel: Wounded Batarian. Authorize "Surveillance Authorization" to raise the EMS of the Citadel Defense Force War Asset. If you supported the Worried Merchant at Aeghro Munitions, you'll have "Authorize Civilian Militia". Authorize it to raise the EMS of the Citadel Defense Force. If you supported the Angry Merchant at Aeghro Munitions, you'll have "Authorize Weapons Sales". Authorize it to lower the EMS of the Citadel Defense Force.From the elevator, turn right and head to the Asari near the corner. Listen to her to pick up the "Silean Nebula: Rings of Alune" Side Mission. If you Authorized the "Batarian Access Codes" at the Spectre Terminal, head through the security corridor to the Inpatient Wing and then make a U-Turn to the right to enter a room. Examine the Console to continue Citadel: Batarian Codes. Next head into the room on the opposite side of the security corridor to hear a human and Salarian doctor discuss a patient with chemical burns that they can treat, unlocking the Citadel: Chemical Treatment Side Mission. Go to the main wing and head into the long room on the left-hand side to overhear a Salarian talking on his communicator about a Turian General who's been poisoned and looking for a solution. This unlocks the Citadel: Turian Poison Side Mission. Now approach the closed doors on the opposite side of the main wing and you'll initiate the scene where you say goodbye to Thane before he passes, assuming Thane was alive to be present in Priority: The Citadel 2. If he wasn't, then this scene is unavailable. There are no Morality Points to be earned here, just +5 Reputation for attending. It's extremely important to note that this scene is ONLY available if you visit it immediately when you return to the main Citadel areas after Priority: The Citadel 2. If you step onto the Normandy, you'll miss it and Thane will die off-screen, as indicated by his name being added to the Memorial Wall on the Crew Deck.After Thane's passing, there are two Doctors at the end of the hallway, right next to you, arguing about availability of resources and how to prioritise who to treat given the limited supplies. They both give +2 Rep and come to the same agreement regardless. From the elevator, head through the blue scanners and into the main area where you'll find two soldiers on the walkway area: a Sergeant debriefing a Private on an upcoming Mission. If you use the Quick Save /Reload trick, you can listen to all 5 parts and discover that the Private finds out that she'll be fighting Cerberus, which her brother ran off and joined. This unlocks an item at the Spectre Terminal. From where Private Talavi is, head into the lower lounge area and look for the Console next to a TV to continue Citadel: Batarian Codes. This will unlock the third and final stop you need to check. Close to the door you take to go back to the Normandy will be a soldier talking to his superior about something that could help the Crucible (something which he gets in trouble for mentioning by name over an unsecure channel). This will unlock Valhalla Threshold: Prothean Data Drives. Don't go to the Normandy yet, there's still more to do! From the elevator, head to the security scanners to find a Salarian named Solik pleading with the Turian guards to let him. Talk to him to start the Citadel: Inspirational stories Side Mission. There are several different photo opportunities to make here, but you'll need three that show the plight of the refugees. The first is the Memorial Wall area on your left as you enter the main area, specifically a Salarian comforting a Human woman. The second is in the middle-most of the seating areas that run alongside the three Cargo Hold areas: it will be two humans arguing next to some crates. The third is in the most distant seating area with the characters playing cards (one of which may be Vega). In the empty section on the far end of this area you'll find a human pleading with a Turian C-Sec Officer to barter a trade with a valuable item he knows the location of. This will unlock the Hades Nexus: Prothean Sphere Side Quest. Nearby in this area will be the last Console you need to investigate to complete Citadel: Batarian Codes, which will vary depending on if and how you did the Bring Down the Sky DLC in Mass Effect 1. If Balak wasn't killed in the Bring Down the Sky DLC (which includes leaving him for dead or leaving him to be arrested), or you never did the DLC at all, he'll be present here. If you say "Blame the Reapers" you get +2 Paragon Points, while "Blame yourselves" will give +2 Renegade Points. If Balak wasn't present, you won't get these options, and instead will move to Cargo Hold: C. You'll then have several options on how to complete the standoff with the Batarian. The wording of your options will vary, but the results will be the same. The blue Charm option will give +5 Paragon Points, and the Batarian Fleet War Asset. The red Intimidate option will give +5 Renegade Points and also give the Batarian Fleet War Asset. Picking the white option on the right will have no EMS reward. If used with Balak, the EMS of the Alliance Third Fleet will be decreased.Whatever the outcome, you'll always get 210 XP for completing the Side Mission. If you go to Cargo Hold: B, you can catch up with Kelly Chambers. If you told her to change her identity, she'll say that your suggestion saved her life, because Cerberus specifically lined people up looking for her. If you didn't do that, she'll instead be missing, and a Batarian and a human woman will talk about how she was gunned down. If Kelly is alive, you can hear a post-chat comment from her too. Now you should talk to the Refugee Camp Doctor in the center of Cargo Hold: B, who will complain about someone sabotaging the Medi-Gel Dispensers while someone spurs Cerberus propaganda. The propagandist is none other than Conrad Verner, but he won't be present if he died after you encountered him in Mass Effect 1 or 2 (which happens if you didn't use the Persuasion options in those encounters). If that's the case, skip the next paragraph. If Conrad didn't die in either of the previous two games, you can find him at the spot on the map marked as Bar E24. Here he realizes his mistake, but offers to help with Project Crucible with his Dark Energy Dissertation. This War Asset's EMS can be enhanced if you completed three actions in the original Mass Effect: Completed Ferris: Data Recovery by retrieving Gavin Hossie's data in the ExoGeni Headquarters, Completed UNC: Asari Writings by finding at least 10 of the 16 writings by Matriarch Dlinaga, Purchased an Elkoss Combine Armory License, either from the Volus Expat in the Upper Markets on the Wards, or from Opold on Noveria.Talk to Conrad for some interesting dialog before going to find the three Medi-Gel Dispensers. Now you'll need to find the three Medi-Gel Dispensers (or Medical Stations). You can find one on the right-hand side of the wall on Cargo Hold: C. The second it on the left-hand side of the entryway to Cargo Hold: A. The final one is in the empty area near Cargo Hold: A, where you found the third Console for Citadel: Batarian Codes. Once you've done that, return to the Refugee Camp Doctor in Cargo Hold: B. If Conrad is dead, this is the conclusion. If Conrad is alive however, he'll notice his Cerberus contact and try to place him under arrest: the contact fires at Shepard, and Conrad dives in front of them to take the shot. Shepard punches out the contact and goes to Conrad. Normally, Conrad will die here, but if you completed Citadel: Rita's Sister in Mass Effect 1, she'll have sabotaged the contact's pistol beforehand, allowing Conrad to live! However the Mission went, you'll get 210 XP, 5,000 Credits, +15 Reputation, and raise the EMS of the Turian Seventh Fleet. Next head to Cargo Hold: C and go to the back, where you'll find a Turian Nurse in white guarding the entrance to a container with a Batarian lying on the bed. Ask to see him, and the Batarian will reveal that he holds humanity responsible for the destruction of Aratohk (or Shepard personally if you did the Arrival DLC in Mass Effect 2). You can choose to either fulfill his request hand take him off of life support, or to call the nurse and simply leave. Neither offers Morality Points, but you do get 210 XP, 5,000 Credits and +5 Reputation. Now depart the area for the elevator, but as you leave, talk to Solik between the two security screens to conclude Citadel: Inspirational Stories, giving you 210 XP, +5 Reputation and 5,000 Credits. You can talk to Solik three more times for some post-Mission comments. At the railing directly across from the elevator, head to the Elkor to pick up the Delxaua: Code of the Ancients Side Mission. Now enter the Purgatory Bar itself. To the right of the tall staircase up to the dance floor bar will be an Asari in armor: listen to her to pick up the Nimbus Cluster: Library of Asha Side Mission. You may also notice Jack on the opposite side of the staircase, as well as Cortez up at the dance floor bar. We've saved talking to them for the next excursion for continuity reasons: they don't send emails to you saying they're here until you get back to the Normandy, which you haven't done yet.This easily-missed conversation is available by talking to EDI up on the dance floor: this is locked out after talking to Joker. Here EDI will comment on the physical properties and functions of her platform's hair. While you're up here, you can also order drinks from the bar. Drinking four will cause Shepard to black out, waking up either on Aria's couch, or inside the elevator.Also at the top of the staircase leading up to the dance floor will be a human woman in armor and a shifty Turian. If you use the Quick Save /Reload trick, you can listen to all 4 parts of their conversation and learn that the woman is against stealing Alliance supplies due to the war. This will unlock a new item at the Spectre Terminal for you to Authorize later. Now head on over to the lower bar, where Vega was hanging out the last time you were here. Talking with him will have to advance the relationship between him and EDI: if you encouraged EDI to go for it earlier, then encouraging Joker here will have them hook up later. If you encourage Joker, you can talk to him up on the dance floor. If not, EDI will be sitting at a table near the bar where you talked with him. Return to the Spectre Terminal at the Citadel Embassies to tend to three more Spectre Terminal items. By visiting Huerta Memorial Hospital, you'll have unlocked the Medical Supplies item by overhearing a doctor on the PA system. Authorizing it will raise the EMS of the Citadel Defense Force War Asset. You'll also have Transfer Authorization, Private Talavi. Authorizing it will actually lower the Alliance Third Fleet War Asset's EMS. Finally there's Civilian Consultant Authorization, which you just unlocked at the Purgatory Bar. Authorizing it will raise the EMS of the Alliance Fifth Fleet War Asset. Talk to Cortez and Vega, Captain's Cabin. If you read your email, you can now invite up Traynor, Allers and Vega. Joining Traynor in the shower will initiate a Romance with her. As well, your responses in the Allers interview will affect the EMS of a War Asset either positively or negatively. Lastly, the Allers interview gives +5 Reputation, and inviting Vega gives +2 Reputation and unlocks his Bonus Power.Carnage Page 2This page of IGN's Mass Effect 3 wiki guide is all about your fourth excursion to the Citadel, including picking up and completing Side Quests, as well as meeting up with various Squad and crew. Before your return to the Citadel, make sure to sweep the Valhalla Threshold for Search and Rescue content, so that you get Credits, War Assets and Quest Items for some Side Missions that you'll be handing in shortly. The Nimbus Cluster section is included here to make sure you pick up the Library of Asha Quest Item. Valhalla Threshold System Location Item Reward PazGarvug (1st planet) Prothean Data Drives Quest Item East-South-East of Star Wreckage 160 FuelMicahEllohi (1st planet) Emergency Fuel Pods War AssetFarlas (East of Star, in asteroid belt) Element Zero Converter War Asset South-East of Star Wreckage 350 Fuel Raheel LeyyaNear Micah Marker Wreckage 95 Fuel Nimbus Cluster PelonSouth of Aitis (4th planet) Wreckage 650 Fuel Trateges (3rd planet) Intact Reaper Weapons IntelNorth-East of Trateges Wreckage 750 Fuel North-North-West of Shenia Wreckage 750 Fuel AgaiouCarcosa (1st planet) Library of Asha Quest Item KallinisSouth of Pania (2nd planet) Wreckage 300 Fuel Talk to the Soldier just outside the elevator on your right to finish up Valhalla Threshold: Prothean Data Drives. If you didn't pick up the Prothean Data Drives, you can find it on Garvug, the first planet in the Paz system in the Valhalla Threshold. Your reward will be 15,000 Credits, +5 Reputation, and a higher EMS for the Alliance Engineering Corps. Near the elevator you can find Garrus Vakarian: talk to him for a hang-out scene that has no Morality Points but will give +2 Reputation. At the window to the left of the elevator (where Vega and Dominic Osoba were previously) you'll find Javik. If you have him. During the conversation you can use a Paragon Interrupt to change the tone of his speech to the other races. You won't get Morality Points for doing this, but you will get +2 Reputation no matter your choice. At the window on the opposite side of the elevator will be Samara. If she survived Kallini: Ardat-Yakshi Monastery, Here you say either "It's an honor" for +2 Paragon Points or "It's not our last battle" for +2 Renegade Points. If you talk to Commander Bailey in his office, he'll have a new opening line to the conversation, although his Investigate replies haven't changed. Before speaking with Miranda, make ABSOLUTELY SURE that you've read the Kai Leng Dossier email at your Private Terminal (it should be greyed out to mark that you've read it). Not doing so will have consequences later in the game.Now head into the Spectre Office and use the left-hand terminal to speak with Miranda Lawson, still on the trail of her sister Oriana. If you read the Kai Leng Dossier email, Shepard will namedrop him to Miranda's surprise, and she'll say she'll be on her guard. You get no rewards for this other than catching up with her. Now use the Spectre Terminal to start Citadel: Volus Ambassador, which you received as an email from Primarch Victus after Priority: The Citadel 2. Here, read the Location for Din Korlack item to learn that he was last seen at an office suite here in the Citadel Embassies. To get here, exit the Spectre Office and head right, down the staircase and then across to the opposite side of the area. To the right of a large crowd you'll see a Turian C-Sec Officer: talk to him to be let inside. Here Shepard will find three entries on a laptop detailing that while Din did indeed ally himself with Cerberus, he became outraged over the Citadel Coup and wants out. Unfortunately the Turians don't know that, and he's been taken captive by a hit squad. If Zaeed survived the events of Mass Effect 2, he'll be in the hit squad. After hearing the third diary entry, you'll need to search for a Bug somewhere in the office. Find it under a desk directly behind you in the opposite corner. Shepard will be on the call with Din and head out to the Citadel Embassies to try and rescue him. When you arrive in the Presidium Embassies, ignore everything else and head to the Apartment area. Here, pick any do you wish and try to open it: it'll always be the wrong one, forcing you to turn around and try the other one. Enter through it, and you'll have the final confrontation. At the start, say "Are you injured?" for +2 Paragon Points or "You could've avoided this!" for +2 Renegade Points. Zaeed's fate will be affected by your actions in the second game. If you did Zaeed's Loyalty Mission and he survived Mass Effect 2, Zaeed will have successfully defeated the other mercenaries to protect Din Korlack, and be alive. If you didn't do Zaeed's Loyalty Mission and he survived Mass Effect 2, Zaeed will be injured by the time you arrive and dies of his wounds. If you didn't recruit Zaeed at all in Mass Effect 2, Shepard will have to defeat the Krogan and Asari mercenaries himself. Here's how you can wrap up the confrontation: If Zaeed lived, you can choose the "You're better than this" Charm for +15 Paragon Points, netting you both the Volus Bombing Fleet and saving the Turian colony. If Zaeed lived, you can choose the "Beat him, Zaeed" Intimidate for +15 Renegade Points, getting you the Volus Bombing Fleet and saving the Turian colony. Pick "I want the colony safe" for +5 Paragon Points, sparing the colony but not acquiring the Bombing Fleet. Pick "I'll take the bombers" for +5 Renegade Points, giving you the Volus Bombing Fleet War Asset and decreasing the EMS of the Turian Sixth Fleet.If you're in a situation where you have to pick between the Bombing Fleet or the Turian colony, those concerned about EMS should pick the Bombing Fleet: true to Korlack's word, it's worth more EMS than saving the colony is.However this played out, you'll get 210 XP and 5,000 Credits. If Kaidan Alenko was your Virmie Survivor and he survived the Cerberus Coup, you can find him at the lower balcony near Apollo's Café, at the same table where you could talk to Liara earlier in the game. If you're not currently in a Romance, this is the earliest point in time where you can initiate a Romance with him. Notably Kaidan is now open to a relationship to a Shepard of any gender, rather than being exclusive to males in Mass Effect 1. You'll get +2 Reputation simply for talking with her. Head down the stairs leading to the lower-most balcony where the Nos Astra and Kassa Fabrications stores are. Halfway down the staircase will be an Asari in an orange dress: talk to her to conclude Citadel: Asari Widow for 90 XP and +5 Reputation. The item was picked up during Kallini: Ardat-Yakshi Monastery, but unfortunately if you missed it, there's no way to get it after finishing the level. Now cross over to the where the Aeghro Munitions and Cipritine Armory storefronts are, where you can find Liara at the lower balcony. As with Kaidan, this is the earliest point you can Lock In a Romance with her. Liara is available to Shepards of any gender. All players will get +2 Reputation simply for talking with her. At Huerta, head to the reception desk where the Sirta Supplies storefront is to find Jacob Taylor. Unfortunately you cannot re-initiate a Romance with him due to his commitment to Dr. Cole (which is further solidified thanks to a baby on the way), which will be a disappointment to many players. If you pick all of the Investigate options, you'll also get +2 Reputation. Head into the Inpatient Wing and into the back-left room. Talk to the Salarian here to hand in Citadel: Cerberus Turian Poison for 30 XP, +5 Reputation, 1,000 Credits and more EMS for the Turian Sixth Fleet. The required item was picked up during Arrae: Ex-Cerberus Scientists, but if you missed it, you can buy it from Spectre Requisitions. Head into the Purgatory Bar and look to the right of the large staircase up to the dancefloor to let the Asari in armor: talk to her to conclude Nimbus Cluster: Library of Asha for +5 Reputation, 15,000 Credits and more EMS for the Asari Sixth Fleet. This item can be picked up on planet Carcosa, the first planet in the Agaiou system in the Nimbus Cluster. On the opposite side of the staircase you can find Jack. If you rescued her from Grissom Academy: Emergency Evacuation before doing Priority: The Citadel 2. While talking with her, you can say "You look good" for +2 Paragon Points or "Keep at it" for +2 Renegade Points. Either way you'll also get +2 Reputation just for talking with her. Cortez can be found up at the dance floor bar, the highest level you can reach in the club. If you're playing a Male Shepard, this is the earliest point in time you can initiate a Romance with him, but any sort of interaction will reward you with +5 Reputation. Now head down to the lower bar and then turn right to find Joker and EDI at the table there. This conversation will differ depending on if you supported them starting a relationship or not, but either way you'll get +2 Reputation for talking with them. If Ashley was your Virmie Survivor, you can find her in the Memorial Wall area, to your left as you go through the security screens. You'll get +2 Reputation for being there, as well as unlocking the Marksman Bonus Power. Next go to Cargo Hold: C to find James getting a tattoo from a Batarian. Talk to him here to earn +5 Reputation. If Zaeed survived the events of Citadel: Volus Ambassador, you can find him in the back of Cargo Hold: C. Talk to him a few times for some interesting dialogue, as well as picking him up as a War Asset. Now head into Cargo Hold: B and talk to Tactus on the right-hand side to begin Citadel: Medical Supplies. As your doctor said, you'll have to persuade Tactus into doing the right thing. Here's what each of the options do: Interestingly, the normal "Take ours as a gift" option gives +15 Paragon Points, but nothing else. The "Do the right thing" Charm gives +5 Paragon Points and successfully convinces Tactus to make a trade, giving you the Med Bay Surgery Intel. The "Don't be a fool" Intimidate gives +5 Renegade Points and successfully convinces Tactus to make a trade, giving you the Med Bay Surgery Intel. The "You should reconsider" option gives no rewards.You can also talk with Kelly Chambers in the back of Cargo Hold: B. If she survived the Cerberus Coup, She has a few new comments to make, but nothing else.Once you return to the Normandy, head to the Medical Bay and talk with your doctor to conclude Citadel: Medical Supplies. You'll get your Med Bay Surgery Intel, which lets you choose between healing your Renegade Scars (which may be redundant if you used it in Mass Effect 2), or choosing an upgrade exclusive to the doctor you chose. If Dr. Chakwas is your doctor, you'll get Efficiency Increase, whereas if it's Dr. Michel, it's Medi-Gel Capacity. Only Medi-Gel Capacity can be carried over to New Game +, which is why we suggested taking Dr. Michel if you have intentions of replaying the game with this profile. Now that you've finished up everything on the Citadel (for now, at least), if you're following this guide in order your next task will be to do the Omega DLC. Legion jans to Robot, the rest of the get jam signals insteadAs always, all roads lead to the Citadel 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. Alternative journal entry: Target-jamming technology was recovered from Rannoch. Find someone on the Citadel who can use it, Acquisition! Prerequisite: Priority: The Citadel II Prerequisite: Rannoch: Admiral Koris Eavesdrop on the conversation that the turian C-Sec Officer is having over his comm unit next to Apollo's Cafe in the Presidium Commons. Alternatively, the mission objective and the mission itself can be acquired during the search for Admiral Koris on Rannoch. Walkthrough[] Console containing the jamming technology This is another item retrieval mission within a mission. Its parent mission only becomes available after Priority: Geth Dreadnought. While exploring the AA Gun Control facility on Rannoch, look for the Jamming Tower Data at the terminal on the right side wall of the left AA Gun setup. If the data was missed during the mission, it can be also be purchased for 1,000 credits, before discounts or remote access markups, at the Spectre Requisitions terminal. Once acquired, deliver it to the C-Sec Officer. Completing this mission gives you 5 Reputation, 30 experience and 1,000 credits. It also updates the Citadel Defense Force War Asset. You will obtain the Citadel: Wounded Batarian side quest in the Presidium Commons area by overhearing a human and a turian by the apartments discussing the wounded soldier. Apparently, he was shot during the Cerberus attack on the Citadel and is now being cured. However, these people suspect (along with several others) that the wounded batarian may actually be a terrorist. Head down to the batarian camp in the Docks: Holding Area level, and speak with his nurse. She will let you through to visit him. Talk to him, and he will basically flat out tell you that he is, in fact, a terrorist. At this point, you can either stop his life support, or simply call the nurse back in to complete this mission. You will find the Target Jamming Technology side quest in the Commons, near C-Sec. A turian officer will be talking about improving the Citadel's ability to counter targeting systems. You will find the item you need for this quest in the upcoming Rannoch: Admiral Koris quest. During this quest, be on the lookout for a computer terminal that contains the Jamming Tower Data. Return this data to the turian to complete the quest. Alternately, you can simply buy what you need from the Spectre terminal later. You will get the Hades Nexus: Obelisk of Karza side quest from a human sitting on the benches in the Commons. Head to the Hoplos system and scan the planet Kopsis to find the Obelisk that he seeks. Return it to the human to obtain a 15,000 credit reward. Finally, you can get the Athena Nebula: Hesperia-Period Statue side quest from an asari in the Presidium Commons, sitting on the L-shaped couch on a balcony. She will need the statue to help with work on the Crucible. Head to the Verio system, part of the Athena Nebula, and scan the planet Polissa to find the Statue. Return it to the asari and you will again receive 15,000 credits. Target Jamming Technology is a Mass Effect 3 Citadel mission you can start by visiting Apollo's Cafe before Priority: Perseus Veil. While facing the front desk, if you turn left, you will see a Turian officer. Approach him to begin the mission. When to start before Priority: Perseus Veil Description "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." Reward Experience Points, Credits Walkthrough The target-jamming technology can be found while playing the Rannoch: Admiral Koris side-mission. If you miss the items, you can look for them later at the Spectre Requisition Terminal in the Embassies. Next Citadel mission: Asari Widow. Source: youtube.com AllHow creative can you get with your first free checklist?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. 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. War Assets: Citadel Defense ForceThe 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. During Mass Effect 3, many people on the Citadel need your help. Not only do they need you to save the Galaxy, but they also have a few smaller problems that require your assistance. In fairness, they don't always ask for your help, yet it's often worth lending a hand as it typically gains you experience, money, reputation, and some war assets. Plus, usually all you have to do is acquire something for them, which is the case in the Target Jamming Technology quest. The issue is that the game doesn't explicitly tell you where the thing you need to acquire is located. All of that information is in this guide. How To Unlock The Quest You can acquire the quest anytime after Priority: The Citadel 2 (the Cerberus Coup). However, you won't be able to complete it until Rannoch: Admiral Koris. To pick the Target Jamming Technology quest up, head to the Presidium Commons on the Citadel. Then look for a Turian C-Sec officer in the lower section of the area, next to Apollo's Cafe. You don't actually speak to the guy. You just need to overhear his conversation. Once you do, the game will automatically put the quest in your journal. Alternatively, you can skip this part and head straight for the Jamming Tower Data - once Rannoch: Admiral Koris is available. When you acquire the data, you will get the quest, too. Before you can get the Jamming Tower Data, you first need to meet with the Quarians and complete the Priority: Geth Dreadnought quest. After that, head to Rannoch to rescue Admiral Koris. At one point during the Admiral Koris quest, you will need to disable two AA guns, which are in separate sections. The Jamming Tower Data is within the left AA gun area. Once you're there and have killed every Geth in your way, go to the wall on the right. On the wall is a terminal, which holds the data you require - it's close to a door. After you pick it up, finish the quest. If you Missed The Data During Rannoch: Admiral Koris If you've already completed Rannoch: Admiral Koris and missed the data, there's still a way to get it. Simply head to the Spectre Office within the Citadel Embassies, and interact with the Spectre Requisitions terminal. You should see the Geth Target-Jamming Tech for sale, so buy it. The Admiral Koris quest has to have been completed or missed for this to be an option. Regardless of how you acquired the data, you need to take it to the C-Sec Officer you may have met earlier. He doesn't move around, so he will still be next to Apollo's Cafe in the lower section of Presidium Commons on the Citadel. Simply talk to him to hand over the data and get your reward of 1000 credits, 30 experience, a boost in reputation, and an update to your Citadel Defense Force War Asset. NEXT: How To Save Both The Geth And Quarians In Mass Effect 3

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