The Mass Effect: Tactics project began as a tabletop RPG for the Mass Effect universe.

My fiancé and I are both fans of the series and wanted a way to experience our own Mass Effect story together with friends. Having recently played Fantasy Flight’s *Edge of the Empire*, I was inspired by how they’d managed to create emergent narrative via their dice mechanic.

I knew this would supply a solid base for narrative actions that are key to the ME universe, but I was not satisfied with how it would handle the combat. I’ve always found tabletop RPG combat systems nebulous and unsatisfying and wanted to take a step towards the more