

# Mass Effect 2 Walkthrough

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# Introduction

Missions/assignments in ME2 can be done in almost any order. This order is optimized to get you the most squad members as quickly as possible while ensuring you complete everything in order of difficulty.

After every mission, 1) do research, 2) talk to Kelly, 3) talk to Joker, 4) feed fish, 5) talk to everyone else!

## Assumptions

This guide assumes you imported a level 60 character from ME1 and are playing on Insanity difficulty. It can be used for other characters and will try to note changes you may need to make where appropriate. Also, this guide will assume you want the best possible outcome (everyone surviving).

## Shopping

So long as you carefully explore everything, you will obtain plenty of credits to buy every item from every vendor. At first you should try to focus on upgrades appropriate to your class before purchasing "fun" items.

## Morality

Always pay **close** attention to the Morality Guide.

Attempting to balance Paragon and Renegade is not easy. Even if you max out both bars, doing so may cause you to fail certain difficult dialog checks later in the game since it looks at the percentage of possible Paragon/Renegade points you managed to get, not the total you have. If going for a balance, you should fully upgrade your class talents to give +100% morality. **Death Mask or Inferno Armor also help.**

## Exploration

1. Don't bother entering solar systems this walkthrough doesn't mention until you get there; although it may be tempting to conserve fuel by making stops along the way, you can only carry so many probes so you will have to come back in all likelihood anyway, thus wasting even more fuel. Plus, there may be assignments in those systems you aren't ready for at that stage.
2. For every system you do enter in this walkthrough be sure to scan every planet, but collecting more resources than necessary is a waste of time and credits. Don't even bother using probes once you reach "Moderate" or "Poor." See table below.

Resource	Total Needed	After Missions Done	Best Planets Available Early In Game
Element Zero	35,000 (+10,000 or so for extras)	27,000 with all DLC upgrades	Daratar, Thunawanuro, Preying Mouth, Erinle
Iridium	242,500 with all DLC upgrades	213,500 with all DLC upgrades	Gregas, Quarem, Korar, Fitful Current, Beach Thunder, Sehtor, Vatar
Palladium	237,500 with all DLC upgrades	208,500 with all DLC upgrades	Neith, Wrill, Alingon, Aganju, Alchera
Platinum	305,000 with all DLC upgrades	273,000 with all DLC upgrades	Lorek, Dorgal, Bindur, Erinle, Utha, Anhur, Thunawanuro, Rough Tide, Odasst, Volturmo

# Prologue

## Prologue: Save Joker

- Introduction to the game. Few dialog options have any morality effect.

## Prologue: Awakening

- Tutorial mission. Some combat, but nothing impossible even on Insanity.

## Freedom's Progress

- After meeting the Illusive Man you must go on this mission, but be sure to talk to Jacob and Miranda on your way out of the base.

## Stop the Collectors

- This will show up in your Journal now, but it is an overview mission for the entire game, so ignore it.

# Act 1

## Normandy Crash Site

- This DLC assignment requires no combat and for storyline purposes it makes sense Shephard would go here first for closure. You also can't take squad members, so there is absolutely no reason not to do this first for the XP/credits.
- Just be sure to very carefully explore everything.
- It doesn't matter where you place the monument.

## Dossier: The Veteran

- While you may be tempted to undertake a few side assignments first for XP, you really should head to Omega station ASAP to recruit Mordin if nothing else. And as soon as you enter the station you will meet Zaeed (if you have the DLC), thus completing this mission.

## Normandy: Serrice Ice Brandy

- Before even reaching Aria, you can find this item for Doctor Chakwas at the bar, assuming you talked to her about it.
- Either return to her now for a touching conversation, or do it when you return to the Normandy.
- After drinking with her, ride the elevator to another level and return to her for a conversation which yields a couple morality points.

## Omega: Aria T'Loak

- Will receive this upon first docking at Omega. Just talk to Aria. A few morality points here.

## Dossier: The Professor (1<sup>st</sup> half)

- After Aria, you should head to rescue Mordin right away, so long as you feel comfortable tackling the combat (if not, you might do a couple side assignments on Omega which **may** gain you a level, but probably not worth it even on Insanity).
- Taking Garrus or Grunt will give added dialog and a chance for a small amount of Paragon/Renegade points with the guard, but probably not worth it.
- Take it slow; there is a lot of good early loot here. Especially be sure to loot the clinic.

## Omega: The Professor: Missing Assistant

- Given by Mordin at the end of the first part of Dossier: The Professor
- The assistant won't be happy with you if you kill his captors even though you saved him.

## Dossier: The Professor (2<sup>nd</sup> half)

- Be sure to re-arm before leaving the clinic. Heavy weapons will become helpful for the final battle here. Anything that helps with crowd control, especially on Insanity.
- Don't miss the assistant for the previously listed assignment; it will fail if you miss him.

- After the tough battle at the end and being congratulated by Mordin, choose to stay at the clinic so you can do some final exploring and maybe meet some people you helped along the way.
- Now that you have access to the lab on the Normandy, you should have Mordin craft the few upgrades you've acquired. Then talk to everyone aboard before doing some shopping on Omega (only buy things that will help you at this point; can waste money on trinkets later). **See next.**

## Omega: Struggling Quarian

- Don't buy from Kenn's Salvage or Harrot's emporium before reading this section!
- Kenn will tell you about problems with Harrot, even if you Charm/Intimidate for a discount.
- You can just give Kenn the credits but talking to Harrot is better.
- Any of the next three options will gain you discounts at both shops:
  1. Renegade: Intimidate Kenn for discount, then Intimidate Harrot to buy him out.
  2. Paragon: Charm Kenn for discount, Charm Harrot to leave Kenn alone, then give Kenn credits.
  3. Balance: Intimidate Kenn for discount, Charm Harrot, then give Kenn credits.

## Normandy: FBA Couplings

- Bought from Kenn. Return these to the engineers on the Normandy.

## Omega: Batarian Bartender

- Get poisoned in the lower part of Afterlife. Follow Morality Guide closely.

## Omega: The Patriarch

- Start by talking to Grizz near Aria in Afterlife. Several ways to complete. See Morality Guide.
- Completing is one of two requirements for getting Aria to start N7: Eclipse Smuggling Depot.

## Dossier: Archangel

- Combat is tough on high difficulty levels since you will be fighting enemies with all 3 defenses.
- Bringing Zaeed provides a little extra dialog.
- Take it slow and explore every room. There are several opportunities for sabotage.
- Arc Projector is recommended for use against Blood Pack, especially at high difficulty.

## Omega: Archangel: Datapad Recovered

- Find this during above mission. Take to Aria.
- Completing is one of two requirements for getting Aria to start N7: Eclipse Smuggling Depot.

## Dossier: The Thief

- Good idea to recruit Kasumi now as it is very easy. Just visit the Citadel.
- While here, explore and make purchases, but **don't** speak to Lia'Vael downstairs (since we're going for max dialog). Morality Guide has points for other conversations.

## Citadel: Krogan Sushi

1. Pass by the two krogan soon after entering the Citadel to hear them talk about fish.
2. Talk to the groundskeeper up in the Dark Star Lounge to learn there are none.
3. Can tell the krogan the truth or buy a fish and sell it to them.

## Citadel: The Council

- This is a good time to go meet the Alliance Ambassador and Council (if allowed).

## Normandy: Special Ingredients

- On the first level you can buy these ingredients. Return them to Garner on the Normandy.

## Dossier: The Convict

- Jack's biotics are extremely useful, so recruit her next.
- You will be facing a few heavy mechs and lots of shields.
- Although you may be tempted to recruit Grunt next, don't. Doing so will force Horizon to start.

## Kasumi: Stealing Memory

- Kasumi's loyalty mission. You could have done this before getting Jack, but combat in this is tough so the extra level that mission provided may help.
- The Arc Projector may be useful.

## Zaeed: The Price of Revenge

- Overload, disrupter ammo, and sniper rifles are all useful.
- Partway through you must choose whether to save civilians. If you do, you will be unable to secure Zaeed's loyalty unless you can pass a Charm check.

## N7: Lost Operative

- Should have received this early on. Simple mission with some combat you can handle.

## N7: Eclipse Smuggling Depot

- It is **almost** impossible to save all 20 crates on Insanity at level 10+.
- By now you should have the M-920 Cain which is essential. Immediately run and fire between the mechs to take them all out in one shot (if low level or low difficulty), or damage them.

## N7: MSV Estevanico

- Since you're already in the cluster, may as well do this next. Straightforward.

## Project Firewalker: Rosalie Lost

- Since there is little combat outside the Hammerhead, this is a good DLC to do early for XP.

- Will unlock the next several missions.

## **Project Firewalker: Geth Incursion**

- This and the next two missions can be done in any order.
- No combat here, not even in the Hammerhead. It is a race. Be quick.

## **Project Firewalker: Survey Sites Located**

- Shows as “Firewalker: Artifact Collection” on the galactic map. All combat in Hammerhead.
- Swing by the Century system on the way back to the mass relay if you have extra probes.

## **Project Firewalker: Volcano Station**

- Shows as “Firewalker: Recover Research Data” on the map. All combat in Hammerhead.

## **Project Firewalker: Prothean Site**

- After the above you can pursue this. All combat in Hammerhead.

## **Dossier: The Warlord**

- Make sure you buy/research everything and talk to crew before pursuing.
- Tough fight at the end of this, so take a well-rounded squad to defeat shields and armor.
- Mordin provides a little extra dialog.
- Ammo becomes scarce towards the end. Don't talk to Okeer before backtracking to fill it.
- Afterwards can awaken Grunt if desired. Kelly and Joker will comment on this.

# Horizon

- Once you have completed all the recruitment missions above, you will be forced to do this.
- Before speaking to the Illusive Man and pursuing, you should triple-check that you've exhausted all dialog with everyone on the Normandy and all research is done.
- Warp power and ammo are useful.
- For heavy weapons, consider the Cain to defeat the final boss or the Arc Projector for groups. You will get the Collector Particle Beam on this mission, but can change weapons after.
- There are some very tough fights here, so don't be afraid to backtrack and find cover.
- After completion, do research and immediately talk to Kelly, who should tell you some squad members are ready to talk about their loyalty quests (Miranda and Jacob most likely). Then talk to everyone else aboard.

## Act 2 (before Collector Ship)

- Be extremely careful here. You don't want to complete too many missions too soon because it will trigger the Collector Ship mission, which is very tough. Basically, if you have 8 squad members (you do already with all DLC) and complete 5 missions, it will start. It is okay to acquire the missions; just don't complete them.
- You will now have access to Illium and Tuchanka which have additional shops, though for this walkthrough we will focus on Illium first.

### Dossier: The Assassin

- Head to Illium, but do not complete (okay to start) any other quests before doing this one. *To be safe, don't even explore Illium or buy anything yet; just do these missions.* Liara will tell you how to proceed. Just be careful not to do her personal mission or the Shadow Broker DLC (yet).
- This mission contains an awful lot of enemies, but mostly low level ones. Prepare accordingly.
- You will find the datapad for Illium: The Assassin: Salarian Family Data, but don't turn it in yet.

### Dossier: Tali

- Now recruit Tali. Don't recruit Samara just yet if you want her for the Collector Ship mission.
- Will face a ton of Geth here, so prepare accordingly.
- If you want Kal'Reegar to survive, don't let him help bring down the Colossus' shields.

### Dossier: The Justicar

- There is some tough combat. Not as many enemies as the previous mission, but more powerful.
- Do this now since it means completing the next two assignments, and thus force Collector Ship.
- Ammo is scarce. There are weapons locker where you can refill it (near start and after gunship).
- If you kill Wasea before she can lift the cargo containers that's okay. There's nothing back there.

### Illium: The Justicar: Smuggling Evidence

1. You will find this datapad soon after the gunship.
2. You must turn this in to Pitne For or Anaya before leaving the spaceport since you can't return.
3. Return to the Normandy. In addition to the research and conversations, you should now be able to have dinner with Kelly if you flirted with her enough, then have her feed your fish.

### Illium: The Justicar: Stolen Goods Found

- You will find this early during Dossier: The Justicar and complete it upon returning to Illium.

## Illium

- Do **not** return to the Normandy during this section!
- Feel free to buy what you need once you obtain discounts at each kiosk.

### Illium: Conrad Verner

- Head upstairs to the bar to start this. Only available if Conrad survived ME1 and talked to him.
- If you didn't use the save editor to fix it, Conrad will say you put a gun to his face if you didn't.
- Charming/Intimidating the dealer will get you discount (can still do after saying she's lying).

### Illium: Indentured Service

- Do now to avoid possible bug. May need to save/load to get them to appear.

### Illium: Gianna Parasini

- May not be available depending on ME1 actions.
- Need to Charm/Intimidate Hermia (if not done already) or betray Gianna to obtain discount.
- Skipping Charm/Intimidate for discount first, then turning Hermia in via 2<sup>nd</sup> persuasion = less morality.

### Illium: The Assassin: Salarian Family Data

- Turn the data you found while recruiting Thane into the Salarian now.

### Illium: Blue Rose of Illium

- Gets another discount.

### Illium: Medical Scans

- Shiala will offer more dialog if saved during ME1.

### Illium: Liara: Systems Hacking/The Observer

- Talk to Liara now about helping her out (not to start Shadow Broker just yet) to start this.
- Don't bother trying to figure out the clues if you want to conclude The Observer for max Paragon points.
- If you're missing 1 of the 5 datapoints, check Eternity.

### Lair of the Shadow Broker

- You will be facing a lot of shields, so Overload and Disrupter ammo is essential.
- Can put it off until after Collector Ship or even Suicide Mission (latter changes dialog) if you can't handle this long and tough mission. Makes sense to do it after helping Liara, since you have the intel.
- Renewing relationship with Liara will not prevent other romances in ME2.
- After Vasir, change party. Biotics and overload are helpful. Miranda, Jack, or Kasumi work well here.

## Post-Illium

- You now have a full party and should be a high level, ready for what awaits you, even on Insanity.
- Take advantage of all goodies on the Shadow Broker Base. Be careful what you invest in. Some things are a waste of money. Consummate your relationship with Liara if desired; won't affect other romances.
- Remember to return to the Shadow Broker Base regularly as things change between missions.
- If you've talked to everyone regularly you should have access to all loyalty missions except Samara, Tali, and Thane (Garrus' will become available after Lair of the Shadow Broker).
- Don't be afraid to spend eezo to reallocate talent points for yourself and squadmates (at Shadow Broker Base) in preparation for Collector Ship. Warp (power/ammo) and Reave useful.
- If you followed this guide, you should be able to squeeze another mission in before Collector Ship. But by going to Tuchanka, you can complete two loyalty missions. Alternately, you could do Miranda's since you are already on Illium, but following this guide gets you an extra level. So go to Tuchanka.
- Talk to the clan leader first with both of them.
- Buy whatever you need here once obtaining appropriate discount.

## Tuchanka: Killing Pyjaks

- Get a discount by shooting monkeys. Talk to Ratch to start. Can recruit Urz for Varren fights.

## Tuchanka: Combustion Manifold

- Talk to the mechanic *before* Mordin's loyalty mission. Find during, and bring manifold back.

## Tuchanka: Old Blood: Missing Scout

- Talk to the chief scout *before* Mordin's loyalty mission. Find scout during, and return to chief scout.

## Mordin: Old Blood

- Anti-armor, incendiary, and warp powers useful. Expect close-range combat.
- Don't miss the Manifold before entering the hospital, and the scout a little after lab.
- Saving the data (whether Maelon lived or not) allows Mordin to save Eve in ME3.
- Don't leave right away at end; there's a terminal here that gives credits.

## Grunt: Rite of Passage

- Anti-armor, incendiary, and warp powers useful. Expect close-range combat for first part.
- The Arc Projector is useful for the first part, the thresher maw, **and** the final battle against Uvenk, so use it sparingly. You can defeat the thresher maw without heavy weapons, even on Insanity, if careful.
- Don't forget to talk to Wrex/Wreav and buy everything (now get discount) before leaving Tuchanka.

# Collector Ship

- You have no choice but to proceed to the Collector Ship. Normally this would be a very tough mission, but by following this guide you should be well-prepared. As a soldier (imported from ME1 level 60) on Insanity, with all achievements, I had just reached level 25 at the end of Grunt's loyalty mission!
- Before talking to the Illusive Man to start this, do research and talk to all your crew. Should receive the loyalty missions from Tali and Samara, as well as get Mordin and Grunt's reaction to their loyalty missions; Joker has a humorous remark about Wrex.
- As for squad and loadout, the two most useful powers are Warp and Reave. The most useful ammo is Warp, Armor-piercing, then Incendiary. The Arc Projector is recommended as a heavy weapon.
- The fight with the Praetorian is especially difficult, so save at least a few rounds of heavy ammo for that.
- Otherwise, this is a very linear mission. Just take things slow and you should be fine.
- Although the wrap-up dialog lets you choose between building up your team or going after the Reaper IFF, your conversation choice doesn't matter. You can still do whatever you want.

# Romance Notes

- From here on, pay **very close** attention to the Morality Guide and self-made Squadmates.ods spreadsheet when talking to squad aboard Normandy. Depending on who you plan to romance, you may want to put off certain conversations.
- This is where you can start romancing characters (another reason for doing Shadow Broker earlier, because Liara won't sleep with you if you are dating someone else).
- If you try to lock in a relationship with two characters, you will be forced to choose.
- To romance all 3 options for your gender **and** still get Kelly to dance for you without costing loyalty for the suicide mission, do the following:
  1. Romance all three and lock in (during final dialog) the one you want for your import to ME3.
  1. Get the other two to the challenge point, where they make you choose, but don't choose yet.
  2. Do the suicide mission and see the love scene.
  3. After the suicide mission, you can have your partner visit your quarters.
  4. Now break up with your partner and choose one of the others for love scene and visit.
  5. Double-check that the third partner is still interested and jealous, then break up with the one you chose in step 4.
  6. Have Kelly dance for you.
  7. Now consummate your relationship with the third partner.
- According to the Wiki, the first partner will be the one registered in ME3 as your romance interest, though it seems like it should be the third.
- You can always use the save game editor to change this after watching all the scenes so your ME3 import works as desired.

## Act 2 (after Collector Ship)

- By now you should be level 26 (25 minimum) if you imported a level 60 ME1 character, thus you don't need to worry about maximizing XP much since you max out at level 30. So let's focus on making our squad members loyal before we do anything.
- The order you do these loyalty missions can be changed as desired. The following order focuses on ones that require high persuasion checks first (sometimes doing those earlier is easier), then ones that seem time-critical (like Miranda's) even though the game has no time limit on these.

## Omega: Packages for Ish

- On your way to do Samara's loyalty mission, pick this up. Can't complete here.
- Bring Jacob and Miranda along for added dialog. Then swap out one of them for Samara.
- Must travel to the Citadel and Illium, which we will do soon. Don't forget to return here with the packages and turn them in to either Ish or Anto.

## Samara: The Ardat-Yakshi

- Doing this 1<sup>st</sup> because there's no combat and (if you want a serial killer) it allows you to recruit Morinth.
  - At the end there are very difficult Charm/Intimidate checks. They are only necessary if you want the ability to kill Samara and recruit Morinth. If up until now you've done almost all one path (Paragon or Renegade), you should be able to pass these checks. +100% morality (tier 4 class upgrade) helps.
1. Talk to Aria then investigate Nef's death at her apartment.
  2. Go to the upper level of Afterlife.
  3. Do some of the following (for max morality do 4, then 6, then 5, using Charm/Intimidate):
    1. Talk to Horftin and use the passphrase he gives to save Moirall.
    2. Stop turian from harassing asari.
    3. Dance with Waera. Requires using Paragon dialog option.
    4. Insult the krogan Verf.
    5. Intimidate Vertin and Huck.
    6. Buy the club a round of drinks.
  4. Choose your dialog options with Morinth carefully to keep her from escaping.
  5. Back at Morinth's apartment, explore to hear more dialog. Then try to avoid her seduction.
  6. If you managed to resist her, you can choose between Morinth and Samara. Otherwise Samara wins.
  7. Can now flirt with Samara/Morinth; Samara will turn you down and Morinth will kill you. Be careful.

## Romance Interest's Mission

- If you wish to romance one of your three options (Tali/Miranda/Jack for male or Jacob/Thane/Garrus for female), you should do their loyalty mission now, then proceed with the following order. This will allow you to lock them in before accidentally locking in another (see Romance Notes earlier).

## **Tali: Treason**

- Defending Tali may require high persuasion, so if you were able to pass all checks on Samara's mission, do this next. If not, may want to do this last and focus on Paragon or Renegade choices until then.
- With Legion, there will be a lot of altered dialog (+ some morality). To hear it and still get the best outcome, put this off, be sure you do everything else in this guide, then do this before Legion's loyalty mission (may still be able to squeeze his in before Suicide Mission, but can save everyone without it).
- For the combat, be prepared to fight synthetics.
- In the final trial, if you exonerate Tali by turning in the evidence against her father, she will not be loyal. The only way to ensure her loyalty is to Charm/Intimidate, rally crowd (if Veetor and Reegar present), or allow her to be convicted.
- Afterward, if you also completed Legion's loyalty mission, there will be a confrontation.

## **Miranda: The Prodigal**

- Go to Illium to help Miranda's sister. Don't forget to collect one of Ish's packages near the contact. Also, check the vendors here for new items (if class appropriate; there is more to buy on other worlds).
- For combat you need squadmates able to take damage, as well as deal with barriers (warp for example).
- Doesn't matter how you handle Niket, but check Morality Guide—sparing yields more morality.
- Convincing Miranda to talk to Oriana gives an extra email.
- Afterward, if you also completed Jack's loyalty mission, there will be a confrontation.

## **Illium: The Prodigal: Lost Locket Found**

- Should have found this during Miranda's loyalty mission. Return it to the lady near Normandy dock.

## **Citadel: Crime in Progress**

- Two loyalty missions on the Citadel, but don't forget this little side mission. Bring Tali and Garrus.
- Pick up the other package for Ish nearby while doing this.

## **Thane: Sins of the Father**

- No combat. Just find Thane's son. Several morality checks.
- Bringing Garrus along to talk to Bailey helps you start his loyalty mission also.

## **Garrus: Eye for an Eye**

- Combat on Hardcore and Insanity can be tough as you will face armor, shields, and heavy mechs.
- Tali's hacking ability can be useful; or anyone capable of dealing with armor.
- Doesn't matter if you kill or spare Sidonis except for morality points.

## **Citadel: False Positives**

- Someone has been blacklisted and is trying to get off the Citadel. A couple ways to complete, including the forged ID you should have found during Garrus' mission.

## **Jacob: The Gift of Greatness**

- Will face large groups of synthetic and organic enemies, but mostly low-level. Tali and Kasumi make good choices as a second squadmate. Alternately, at high difficulty levels, someone able to strip armor.
- Doesn't matter how you handle Jacob's father except for morality points.

## **Jack: Subject Zero**

- Warp (and warp ammo), incinerate, and incendiary ammo are all useful here.
- Convincing Jack to spare Aresh at the end gives an extra news item in ME3, but no assets.
- Afterward, if you also completed Miranda's loyalty mission, there will be a confrontation.

## After Loyalty Missions

- You should be level 30 (if not, do one or more assignments below to reach it), have visited the Shadow Broker's Lair at least twice since completing that DLC, have all squad members loyal (except Tali if you chose to put that off), and have enough money to buy anything you may have missed.
- Start preparing for the Reaper IFF mission:
  1. Visit the Shadow Broker's Lair. While here, make sure you have received all the upgrade items from the terminal and that you redistribute talent points for squad members.
  2. Visit all the shops on Omega, the Citadel, Illium, and Tuchanka. Be sure you buy everything. If low on credits, go do some of the below assignments.
  3. Talk to crew on the Normandy. You want to have finished at least the second-to-last conversation with each (see Squadmates.ods) before pursuing the Reaper ship.
  4. Retrain your own talents if needed. Check you have the best armor upgrades for your class.
  5. Now do a few assignments that will give you a handful of upgrades which may come in handy.  
**While en route, scan planets to get other assignments in your journal, but don't pursue them.**

## Omega: Packages for Ish

- Remember those packages you picked up earlier? Turn them in now.
- Can extort money from Anto rather than talking to Ish for same XP.

## N7: Anomalous Weather Detected

- Head to Pylos Nebula → Dirada. Scan planets to find this.
- Poor visibility and lots of geth to fight. Most importantly, ammo is very limited!
- The Damage Protection you are here for is reward for the mission rather than found during it.

## N7: Archeological Dig Site

- Head to Rosetta Nebula → Enoch. Scan planets to find this.
- Lots of pirates with shields and some armor. Ammo is limited.
- No upgrades. Just need this to unlock the next assignment (don't miss the datapad).

## N7: MSV Strontium Mule

- Lots of combat against pirates with shields and some armor.
- The final room contains the Heavy Skin Weave and it may be bugged to where you can't select it. If this happens, access the payload to end the mission but don't leave. Load the auto-save and it should work.

## N7: Blood Pack Base

- Head to The Shrike Abyssal → Xe Cha (need star chart from Illium). Scan planets to find this.
- Incinerate and Reave are very useful. So is Warp and Incendiary Ammo.
- The Heavy Weapon Ammo you are here for is reward for the assignment rather than found during.

## Overlord

- You don't need the XP or credits since you are maxed out. But there is one more Heavy Skin Weave to be gained during this DLC. Since we are playing Insanity, every little bit of protection helps.
  - This is a time-consuming DLC with a mix of Hammerhead combat and fights against geth on foot.
  - At the end you will be solo, so be sure you are able to take on multiple synthetics. Arc Projector useful.
  - There appears to be no morality for this DLC, maybe not even the final choice?
  - Just **don't miss** the Heavy Skin Weave at Atlas Station—the only upgrade in this DLC.
  - Hammerhead combat is difficult on Insanity. You will have almost no warning before you blow up. So fire, retreat, repeat. Take it slow and you won't have any problems.
1. For the first of this 4-part DLC, you need to disable the antenna to prevent the VI from uploading. This requires some tough fighting against high level geth on Insanity. Tali's hacking is invaluable.
  2. Then you will meet Archer and learn what is going on. **Be sure to save** before reentering Hammerhead.
  3. Before heading to any of the stations, explore and find the 6 data packets. This unlocks an achievement.
  4. You now must proceed to Prometheus and Vulcan Stations to unlock Atlas Station.
  5. Atlas station is your last stop. This is where you decide what to do with David.
  6. Sending David to Grissom Academy helps with war assets in ME3. Although it is implied that leaving David with Archer will help with the geth, it doesn't help in ME3 at all.

## Final Preparation for Reaper IFF

- One last time be sure you have everything you need from all shops, that you have at least the second-to-last conversation done with all squad members (best if you have them all done to be safe), and that everything has been researched.
- Yes, there are many assignments left incomplete. This is intentional. In fact, you may even want to acquire a few of them without completing (by scanning planets). This may help in giving you more time after Reaper IFF.
- Even though Arrival has some upgrades, we are putting it off for storyline purposes (it makes little sense to do before the Suicide Mission).
- In short, be absolutely sure you have all possible upgrades, have exhausted all conversation options, have researched everything, have all talents for yourself and squadmates optimized, and basically are ready to take on anything.

## Reaper IFF

- This mission is possibly the most critical of the entire game. Once you embark on it, you will have a limited time to undertake the final mission if you want the best resolution.
- You will absolutely need armor stripping abilities (Reave, Incinerate, etc), especially on Insanity.
- Although fairly linear, you need to take things slow. The combat will be tough at times, even at level 30.
- If you turn Legion over to Cerberus you will lose him as a squadmate. So don't do that unless you really really need the Renegade points.
- Do **not** go anywhere until you have activated Legion (assuming you kept him). This is absolutely imperative. Failing to heed this instruction may result in premature activation of the Suicide Mission.

## After Reaper

- Assuming you have followed this guide religiously, there is really nothing more to do at this point except Legion's loyalty mission (and Tali's if you chose to ignore that as mentioned earlier).
- Before you go near the Galactic Map, talk to Legion until he gives you his Loyalty Mission.
- Above all, you must go through the Omega 4 relay **immediately** when you can. Failing to do so may cause you to lose at least half the Normandy crew. Your clue that this is about to happen is when you approach the map and EDI tells you to take the shuttle to your next mission. This is why it is imperative that you have all possible upgrades at this point.

## Legion: A House Divided

- Expect to face a shit-load of geth. Bringing Tali gives you two squadmates with AI hacking.
- The war assets effect in ME3 is balanced. If you choose to rewrite and ally with the geth here it will give +150 to geth and -150 to quarians. But if you choose to destroy them it will give -150 to geth and +150 to quarians. So, if you are able to recruit both races in ME3, your decision here doesn't really matter.
- After this, if Tali's loyalty mission was also done, there will be a confrontation.
- Upon completion, you will almost certainly be forced to take the shuttle, preventing you from undertaking any more missions/assignments unless you want to risk losing some of your crew forever.

## Save the Normandy

- Not technically a mission or assignment, but you get to take control of Joker for a short time as he helps EDI save the ship from the collectors who have boarded.
- After this, you have to make the biggest decision of the game. Do you proceed through the Omega 4 relay immediately or do some other missions? If you do even one mission, at least some of your crew will die. You will know this is happening by a cutscene. You should be able to go to the Shadow Broker Lair or shops, but you already did this. Right? So tell Jacob and Miranda you want to head there now.
- Before you click the Galaxy Map, there are a handful of things you might want to do on the Normandy:
  1. Feed your fish (since Kelly isn't here to do it).
  2. Double-check that everything has been researched.
  3. Talk to Legion again to advance his conversations and make sure he has his rifle upgrade if you plan to use him on the Suicide Mission.
  4. Double-check that you have the best armor equipped.
  5. Kasumi and Zaeed will have small comments on the crew being abducted.
  6. Talk to Joker.

## Suicide Mission

- Before the fighting, you will consummate your romantic relationship, if you have one.

## Normandy Attacked

1. In a cutscene, the Normandy will be attacked by ships. If you didn't upgrade the armor, Jack will die.
2. You have to fight an Oculus in the cargo bay. It has a lot of armor. The missile or grenade launcher are handy. Aim for the red eye. For this first part, you can just hide behind the console in front of you.
3. Once the Oculus is below 50% armor, there will be another cutscene. If you didn't upgrade the shields, someone (who isn't in your party) will die, usually Kasumi or Legion.
4. You now have to fight the Oculus with all its armor back, but you can't hide behind that console.
5. Now there's a cutscene where the Normandy attacks the Collector cruiser. If you didn't upgrade the cannon, someone will die, usually Thane.

## Infiltration

1. You must choose a tech specialist to help the two squads. Only a loyal Legion/Tali/Kasumi will survive.
2. Now choose someone to lead the second squad. Only a loyal Garrus/Miranda/Jacob will survive.
3. You are going to need squadmates capable of clearing out collectors quickly, so choose carefully.
4. You will need to activate valves (timed) to keep your tech specialist alive. Don't activate them too soon in case you get bogged down by enemies before you can reach the next valve. Careful timing is key.

## The Long Walk

1. First there is a cutscene where you rescue your surviving crew. You will either save everyone, half the crew, or only Dr. Chakwas. Depends on how many missions you did after the crew was abducted.
2. You must choose a biotic to protect your squad. Only a loyal Samara/Morinth/Jack will survive.
3. You must choose someone to lead the second squad. Only a loyal Garrus/Miranda/Jacob will survive.
4. You can choose someone to escort the crew back to the Normandy. They will still survive if you don't, but you may want to send Mordin (if loyal) with them because he could die during the final stand.
5. Because this mission requires staying close to your biotic specialist, squad members capable of close-range combat are ideal. Warp is also useful. Kasumi's Shadow Strike may get her killed.
6. The Arc Projector or Firestorm are useful.

## Final Battle

- You will need to be able to handle armor and barriers. Non-loyal squadmates you bring will die.
- The Arc Projector, Collector Particle Beam, or even Cain may be useful here. You need to kill quickly.
- See Squadmates.ods to determine if everyone will survive the final stand based on your party. It is possible to lose someone here even if everyone is loyal and you sent Mordin with the crew (if you take Garrus and Grunt for example, Tali will die)!
- For ME3, preserving the facility aids the “control” ending while destroying it aids the “destroy” ending.

## Epilogue

- Now you have completed the game, but there are more assignments to do plus Arrival.
- Before you do that though, talk to everyone to hear their reaction to how you dealt with the base.
- This may also be a good time to explore the other two romances and have Kelly dance for you (see Romance Notes earlier in this guide). This shouldn't effect loyalty at this point.

## Arrival

- This lengthy DLC is best done now. It is a solo mission and there are a few upgrades.
  - Energy Drain is useful. The Arc Projector is a must for protecting Kenson; can change it later.
1. If you reach Dr. Kenson without attracting the attention of the Batarians you will get a special achievement (if you don't have it already). Fighting gets a few more credits (not that you need them).
  2. At the base, the artifact will give you a vision and then you will be attacked. If you survive all 5 waves of enemies, you will unlock another achievement (if you don't have it already). But you don't have to.
  3. Either way, you will wake up in the medical bay. At this point, you have under 2 hours until the reapers invade. But you want to deal with Kenson with at least 30 minutes on the clock, so you really have 90 minutes. This is plenty of time, but don't dawdle or get a beer with the game running.
  4. Have to fight through several rooms of enemies. Be sure to explore; just don't take too long about it.
  5. When you turn the engines on you can try to warn the batarians for Paragon points, but doesn't matter.
  6. Eventually Kenson will threaten with a grenade. Whether you shoot her via Renegade interrupt or not, she will still detonate it.
  7. If you had 30+ minutes left when Kenson detonated the grenade, you will wake up with 30 minutes left. This is enough time to make your escape to the shuttle, but don't waste it.
  8. Be sure to enter the room on your left on your way out for the final Heavy Skin Weave upgrade.
  9. How you respond to Harbinger and Hackett doesn't matter except for morality.

## N7: Abandoned Mine

- Head to Minos Wasteland → Fortis. Scan planets to start this.
- You will face the largest group of husks anywhere. Biotics, assault rifles, and Arc Projector can help.
- You don't have to fight all the hordes. Detonating the bomb at the end will end the mission.

## N7: Blue Suns Base

- Appears as “Disable False Signal” on map. Should be available since you did “MSV Strontium Mule.”
- One of the toughest N7 assignments on Insanity because you have to fight 2 YMIR mechs at once. AI Hacking makes this easier. Arc Projector helps as well.

## N7: Javelin Missiles Launched

- After above, or if you already scanned planet. Overload, Energy Drain, and Disruptor Ammo are useful.
- Final decision (while appearing to be Paragon vs. Renegade) has no effect whatsoever.

## **N7: Blood Pack Communications Relay**

- Appears as “Disable Blood Pack Relay” on map.
- Incinerate, Warp, and even Cryo Blast are useful here. Don't let the Klixen get close.

## **N7: Captured Mining Facility**

- You're already in the Crescent Nebula cluster, so head to the Zelene system and scan planets to start.
- Be ready to fight Eclipse mercenaries with shields and barriers.

## **N7: Imminent Ship Crash**

- Appears as “Save Crashing Ship” on map.
- This is a timed mission with geth as enemies. So have a squad able to quickly kill synthetics.

## **N7: Mining the Canyon**

- Head to Caleston Rift → Talava. Scan planets to start.
- Very little combat here, so squad and weapons are not that important.

## **N7: Endangered Research Station**

- Since you're already in the cluster, head to Solveig. Scan planets to start. Solo assignment; no combat.

## **N7: Quarian Crash Site**

- Head to Hades Nexus → Sheol. Scan planets to start.
- Though a quick mission, on Insanity it can be a challenge. Incinerate and Warp are useful.

## **N7: Wrecked Merchant Freighter**

- Head to Eagle Nebula → Amun. Scan planets to start.
- Need to be able to quickly deal with armored mechs.
- Although not timed, killing all mechs will take forever, so you will probably want to hurry to the shuttle.

## **N7: Abandoned Research Station**

- After above, head to the Strabo system. If you topped off fuel, you should be able to make it easily.
- A fairly simple puzzle mission. In the living quarters, click the left computer, then the right.

## **N7: Hahne-Kedar Facility**

- After above, head to Titan Nebula → Haskins.
- A lot of close-quarters combat with armored mechs. Unlike Wrecked Merchant Freighter, you will have no room to maneuver.

## Prepare for Mass Effect 3

- There are probably several unexplored systems. If you want to scan them for the sense of completion go ahead. Credits don't transfer to ME3 though, and neither do resources (directly). There is a war asset in ME3 relating to resources obtained in ME2, but it is unclear exactly how many are needed for the max of +100. In my testing, having 100,000 of each resource was plenty, but you may not need that much.
- Your fish and ship models will transfer, so double-check that you have them all.
- If you want to be able to redistribute your talent points in ME3, reset them at the research terminal and create a new save.
- If you want to tweak some things for import, you can use the modified save editor (make sure you make a backup in case something goes wrong). For example, you can try seeing what happens if you make it appear you romanced all possible squadmates. See the text document on how to do this.